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AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

THE VOTES ARE IN! YOUR TOP 100 INSIDE

WE REVEAL THE BIGGEST GAMES OF THE YEAR

148 GAME PACKED PAGES

STREET FIGHTER II

ROAD RASH

COUNT 'EM! THREE PLAYABLE DEMOS

YOURS WITH ISSUE 20 OF AMIGA POWER

3 EXCLUSIVE DEMOS

LETHAL WEAPON

Thrills and firepower in Ocean's latest big name licence thang.

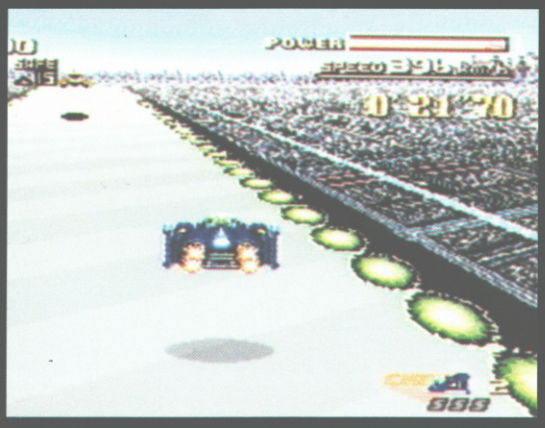
MERRY XMAS FROM GRAFTGOLD

Rave on with an utterly new level of Fire and Ice.

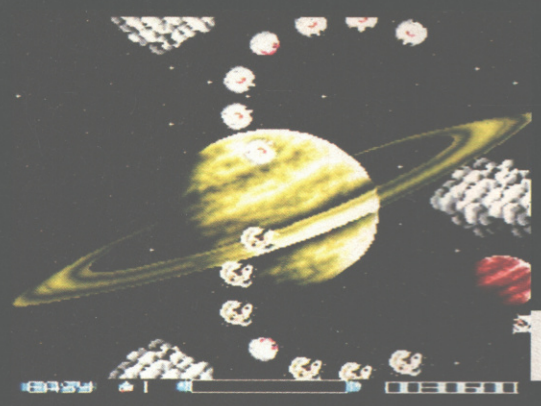
BILL'S TOMATO GAME

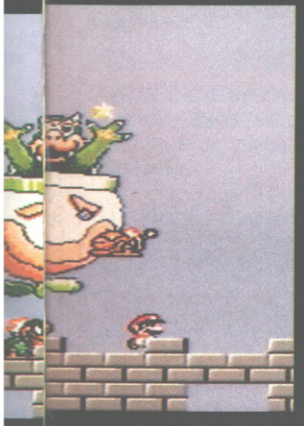
A game for yesterday, today, and tomato.

ISSUE 20



THE GAMESMASTER Z
AT COMET.
YOU HAVE NOTHING T
BUT YOUR LIVES.





ZONE

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AMIGA POWER

ISSUE 20 DECEMBER 1992

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SPECIAL HELLOS TO:
Kitty, Peter Gray for the question, and Sophie for giving us hours of fun and laughter.

LISA WOULD JUST LIKE TO SAY:
'Bunny, Bunny, how do you like your eggs?'

JACQUIE WOULD JUST LIKE TO SAY:
'I could get a pint in there!'

STUART WOULD JUST LIKE TO SAY:
'Thanks for all the birthday presents, everyone.'

TIM WOULD JUST LIKE TO SAY:
'You could have someone's eye out with that.'

MARK WOULD JUST LIKE TO SAY:
'Innit marvellous?'

AMIGA POWER comes to you from Future Publishing, home of Amiga Format, ST Format, Amiga Shopper, Mega, Super Play, Your Sinclair, Commodore Format, Amstrad Action, Sega Power, Total, and Games Master magazine.
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10 TRUE STORIES
'Coo!' 'Gosh!' 'Wow!' 'Really?' – just four of the things that you might well say when you read our big five-page news section.

18 THE GALLUP CHARTS
Well, it's the charts really, isn't it?

22 THE SHAPE OF THINGS TO COME
Okay, okay, here's the *Street Fighter II* preview (and *Elite 2* and *Cannon Fodder* and more besides). Will you stop ringing us up all the bloody time now, please?

69 COMPLETE CONTROL
Having trouble with *Beast 3*? Still stuck on *Fascination*? Or just a big fan of the inimitable wit and wisdom of Jonathan Davies? These are the pages for you.

79 READERS' ALL-TIME TOP 100
The votes have been counted, the results are in. What do YOU, the punters, think are the best Amiga games of all time? Step this way, sir or madam, and discover all.

86 DEFINITION OF SOUND
Back after a short sabbatical (whatever that means), our authoritative buyer's guide presents the lowdown on god sims.

110 WHAT'S IN THE BAG FOR '93?
Something about which games we can look forward to in 1993, I should think. (Piece of cake, this contents page lark.)

118 VOX POP 2 – THE SEQUEL
Once again, we hang around the Virgin Games Centre and pester innocent software buyers – what do YOU think's going to be Christmas Number One?

125 DO THE WRITE THING
Four pages of letters this month – and a handy guide to letter writing, with subtitles in semaphore for the hard of thinking.

131 THE BOTTOM LINE
Imitation is the sincerest form of flattery. Your guide to the last year's games.

142 BACK ISSUES
Well, it's some back issues really, isn't it?

145 IN THE STYLE OF
Special! As well as the usual bit of impressionism, four top developers re-interpret their games in the style of Xmas! (Well, we had to get it in somewhere...)

GAMES OF THEM

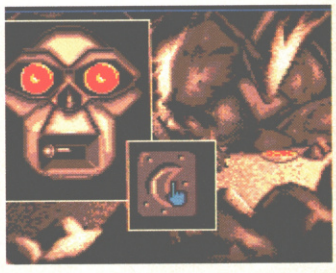
ROAD RASH
'My mood is black when my jacket's on.' Find out why on...
Page 34

PINBALL FANTASIES
...and next month, Readers' Wives. But for now...
Page 38

LETHAL WEAPON
Well, it's a *Lethal Weapon* review really, isn't it? *(You're fired – Ed)*
Page 42

McDONALDLAND
A game based on McDonald's? Is someone pulling our leg here?
Page 46

TV SPORTS BOXING
Nagasaki's got the salt! Oops, wrong pantomime.
Page 52



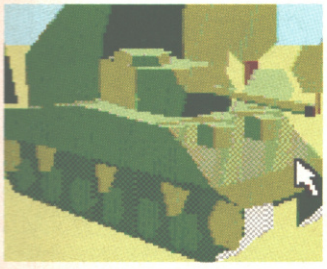
WEEN
Look, just because it's French doesn't mean it's weird, okay?
Page 54

WIN! LOADS OF STUFF IN OUR THREE FAB COMPOS!
Pages 115, 123 & 139

NO SECOND PRIZE
Not a Silver Dream Racer, then. (Hey, think about it)
Page 62

OVER 300
GAMES RATED IN EVERY ISSUE!

EMONTH



CAMPAIGN
Sensible Soccer, eh? It's great. And so's this.

Page 40

KYRANDIA
A bad guy called 'Malcolm'? This is more like it!

Page 48

BUNNY BRICKS
Arkanoid, with rabbits. Apparently.

Page 60

BC KID
This picture tells you all you could ever need to know...

Page 64

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DECEMBER

FULL PRICE
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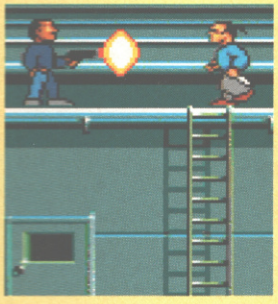
Tank Attack----100

NEXT MONTH...
...will be hardly worth living until 17th December – before that you won't be able to buy the January issue of AMIGA POWER. Don't light a fire, you'll burn it coming down the chimney.

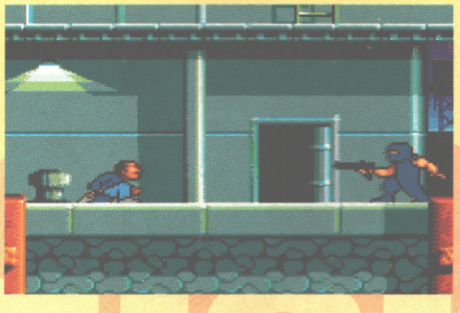
'Oh my goodness!' 'Golly gosh!' and 'Lawks a lordy!' – just three of the things we exclaimed when we realised that we were going to be able to put THREE whole, full-length, top-value demos on our coverdisk. Still no tat. Still no slideshows. Still the best stuff around just for you.

disk 20

AND THIS IS DISK 20



LETHAL WEAPON
Pretend, in the comfort of your own home, that you *are* Mel Gibson or Danny Glover in this hugely enjoyable platform action thang from Ocean.



FIRE AND ICE
Cool Coyote becomes Yule Coyote in this specially written Christmas edition from those nice chaps at Graftgold. Don't say we never give you anything.

BILL'S TOMATO GAME
Live out your wildest fantasies as you play the part of a... well off a tomato, actually, in this rather amusing puzzler.

GOT A FAULTY DISK?
● Oh no! Are you sure? Before you go any further try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 20, Diskcopy Labs, Unit 2+3 Omega Technology Centre, Drayton Fields, Drayton, NN1 1FR.

disk 20

LETHAL WE

THOSE DARN DISKS

PLEASE LOOK AT THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- *Lethal Weapon* is one meg only.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should either press the appropriate funtion key or click on your selectio using your mouse.
- It really is that simple.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from ion the drive at all times. And remember – switching the machine off for 20 secinds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING'S GONE HORRIBLY WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like'.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem, to:
  AMIGA POWER Disk 20 Returns,
  Diskcopy Labs
  Unit 2+3
  Omega Technology Centre
  Drayton Fields
  Drayton
  NN1 1FR
- Now, we say this every month but it still doesn't stop some people: please don't send your disks to us at the AMIGA POWER office. We are part of the small percentage of people who just use our Amigas for playing games and don't know how to fix dodgy disks. We still love you.

When the going gets tough, the tough duck down and hope no one can see them. But watch out 'cos you can't fire your gun like that.

Publisher: Ocean
Author: In house

Lethal Weapon, eh? Sounds like an ideal excuse for a fast action platform romp to us. In this, probably Ocean's finest platformer yet you get the chance to wear Mel Gibson's or Danny Glover's shoes (and the rest of their uniform, come to think of it). The coverdisk demo contains a section of mission one - which sees one of the silver screen heros getting into all kinds of life endagering situations down at the docks. Slick, fast and bullet-strewn – Lethal Weapon is joystick intensive stuff.

THE MAGIC IS BACK

When the game begins you'll find yourself at the police department. To the right of the lift on the bottom floor is the changing room – which (logically enough) enables you to switch between characters. Once you've decided which guy you want to take into action, simply walk over to the door on the ground level at the far level, then push the joystick up to walk through. After a short

The nice lady in the office will give you your instructions

BILL'S TOMA

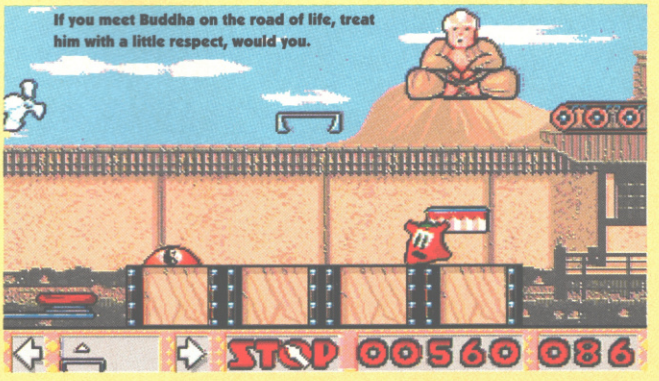
Publisher: Psygnosis
Authors: Bill Pullan, Lee Carus-Westcott, Mike Clarke

You've played knights in shining armour, you've played brave warriors, you've played kings of combat. Now you get the chance to play the role you've always wanted, yes a mighty, um, tomato. (And a rather saucy-looking tomato at that.)

(Sorry, he missed some schooling and he's still trying to ketchup. – Ed) Anyway the idea of this game is simple, get from your starting point to the conveyer belt on the other side of the screen. Easy.

WHAT THE DICKENS AM I SUPPOSED TO DO?

You are, as mentioned above, a tomato. Worse still, you are a tomato on one side of the screen who needs desperately to get to the other side. To make this possible, you must set up a route using a variety of objects which will carry you past all the obstacles. And, er, that's it. Place your objects where you think they'll do you the most good and then set off to see if you were right.



HOW DO I GET THIS THING WORKING?

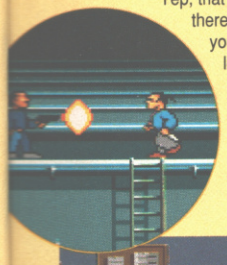
When you look at the screen you'll notice this white arrow moving around when you move the mouse. It isn't a bug or a glitch this is your pointer and you use this to control things. At the bottom of the screen you can see two arrows with a litle diagram between them. These aren't there for decoration you know. Click on the arrows to move through the items you have available to use. When the item you want is on screen, click on it to pick it up. Then place it on the screen. Keep doing

EAPON

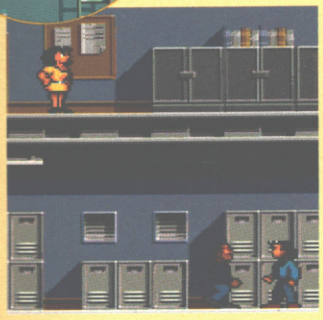
loading delay you'll find yourself down at the docks. From here you're on your own. Just remember to shoot them before they shoot you, collect all extra ammo, don't forget to duck, and watch out for the shark.

GOSH, IS THAT IT?

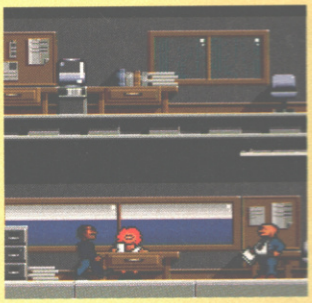
Yep, that's pretty much all there is to it. Once you've mastered this lethal level, turn to page 42 to find out just what we think of the full game.



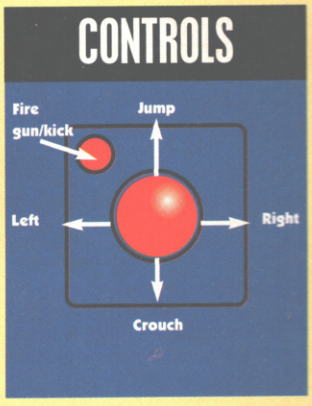
Bang!



Transformation action. You enter as Danny Glover and leave as Mel Gibson. Wild.



Meanwhile, back at Police Headquarters, there's a red-head and a fat bloke.



TO GAME

this until you think you have it set up to take Bill to the conveyer belt on the other side of the screen. When you have, hit GO and see what happens. Just remember this, if it moves, it'll kill you. Chances are for the first few goes you are going to be left with little more than tomato soup *(What are you on about? – Ed.)* as you hit most of the obstacles on screen but keep at it and you will soon start to progress. Be warned, there isn't that much time to mess around, the timer is on the bottom right when it reaches zero, that's it.

YEAH I'VE DONE ONE, WHAT'S THIS STRANGE WORD?

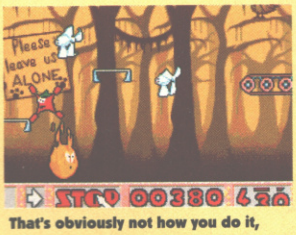
As with most games like this when you complete a level you are given a password. Keep them safe and next time you play the game enter them on the title screen and you won't have to do all those annoying screens to reach the one you last attempted. This version has five complete levels in it so by using the passwords you'll be able to see most, if not all of them.

I'M GETTING FED UP, I CAN'T DO A SINGLE LEVEL

If you're really stuck then one strategy we can suggest is to do it a stage at a time. Place one item on screen and click on GO to set the tomato in motion. See where he lands after he bounces on the item and use that to place the next one. Simple. Just experiment to get the most out of your tomato.

WARNING

Bill the Tomato is a professional and has trained for many years for these stunts. **DON'T TRY THE STUNTS AT HOME KIDS!** ●



That's obviously not how you do it, then. Just move the stuff and try again.

The action takes place, as you might expect for a Christmas game, in an arctic setting.

FIRE & ICE

Isn't he just the cutest thing you've ever seen? Cool Coyote in a Santa suit.

Publisher: Renegrade
Author: Graftgold

...And so there we were, idly chatting to those wonderful Graftgold guys,when the subject of Christmas came up. "Why don't we give the AMIGA POWER readers a special present?" they said. Great, we said. What did you have in mind? Liquorice allsorts, perhaps? "What about a special Chrimbo *Fire And Ice* level – complete with extra snow, jolly music and a santa outfit for Cool Coyote?" Excellent, we cried. And so it came to pass, and here it is.

DREAMING OF A COYOTE XMAS

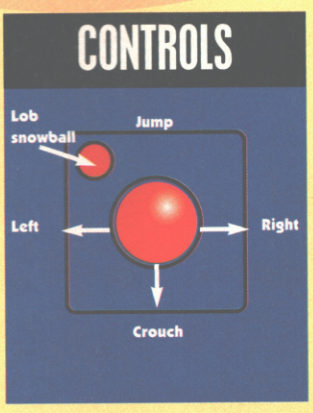
What you have in your hands then, will serve as a great taster for *Fire And Ice* if you've never played it before, or a great bonus level if you have. Whichever, it's great fun, and an ideal way to get into the seasonal spirit of things as the nights get longer and the wind colder.

Playing this special bundle of Xmas grooviness couldn't be easier. Once it's loaded up, simply press the fire button and away you go. The basic idea is to guide Cool Coyote on an exploration of the entire level (you'll get to see a map of it before you start), and locate the eight parts of the key. Once all eight parts have been collected, then the exit will open, so it's simply a matter of finding the thing. The key parts can only be found by destroying the local creatures, which is achieved by freezing them with snowballs then bashing into them. Carefull though, dally to long and the creatures will defrost. Along the way there'll be the chance to pick up bonus presents, interact with whales, and watch the snow falling down. Watch out also for bonus pups to escort to the exit, and – gulp! – the end of level baddie when you get there.

Keep shooting and jumping at the sky and the gems will spell out a seasonal message from those lovely chaps at Graftgold.

WHAT ABOUT THE LAST PARAGRAPH?

Oh yes. Don't forget to whack the volume on your monitor or tv up. The game has a thumping Christmas rave track, which is sure to drive everyone up the wall. And don't forget to thank those nice people at Graftgold next time you see them at a computer show. Run along now. The full *Fire And Ice* game is available at £25.99 from your local software emporium.



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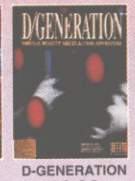

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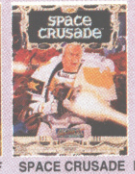

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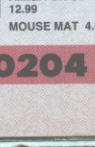

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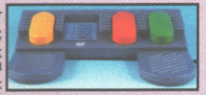

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TRUE STORIES

COMMODORE'S A1200: LAUNCHED!

Commodore have recently announced the launch of what Managing Director, Kelly Sumner, described as "the first truly new Amiga in five years." The A500P and the A600 were just minor tweakings compared to the new machine called, rather uninspiringly, the A1200.

The new A1200 is a 32-bit machine aimed at the very competitive home computer market. For the technically minded, it uses the Motorola 68020 processor and Commodore's new AA graphics chip set. It has two megabytes of RAM and runs Kickstart 3. It can support 256,000 on-screen colours from a palette of 16.8 million and is reckoned to have five times the processing power of the A600. And the price for this marvel of modern technology? Just £399.99.

It looks like an A600 with a numeric keypad and has all the things we've come to expect from Amigas: built-in 3.5 inch drive (880k), two mouse/joystick ports, all the usual expansion ports and stuff, and a selection of video output ports including a built-in RF modulator (they're really starting to catch on, aren't they?).

Civilization – one of the first games to be enhanced for the A1200.

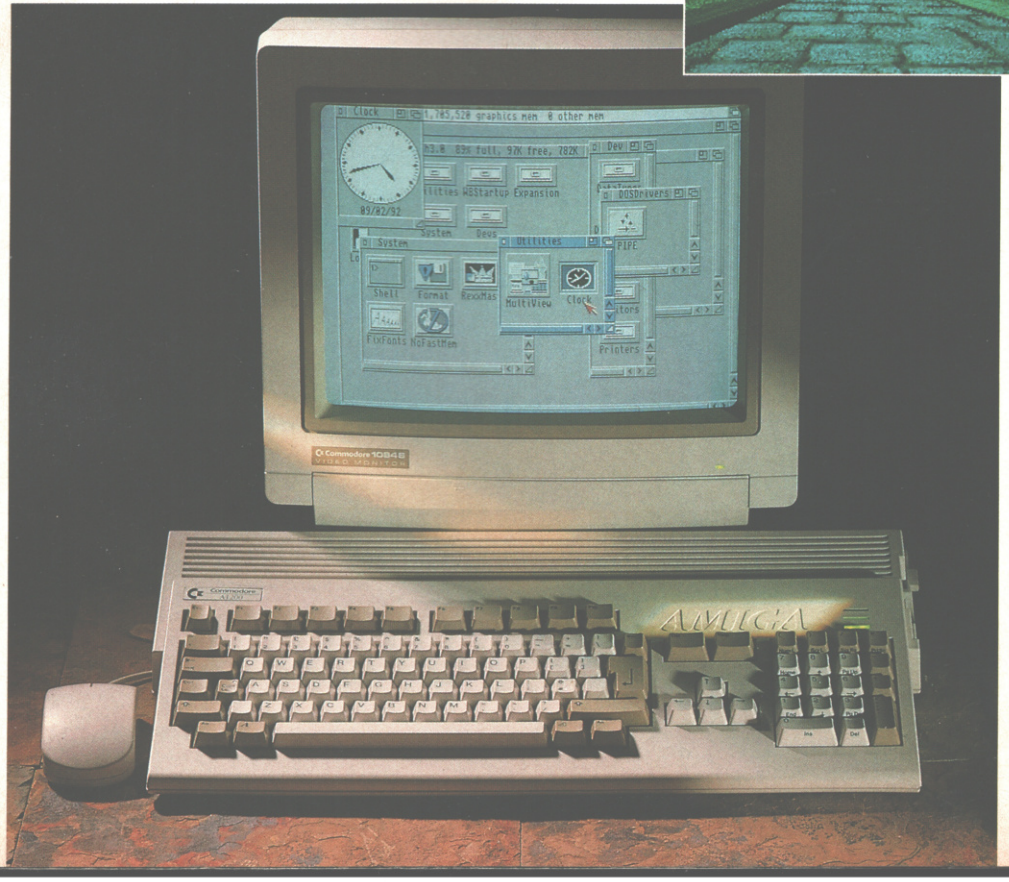
Compatibility worries were voiced early on, and Sumner predicted that around 60 percent of existing software would be compatible with the new machine and that around 80 percent of software being developed now would work on both the 16 and 32-bit machines.

Major software developers have had prototype machines for some time and there are expected to be 15 A1200 titles available by Christmas. Some enhanced versions of existing games are already on display and they *look* fabulous. The graphics are being imported from PC versions to complement the Amiga gameplay and, if it catches on, the A1200 could turn out to be, as Commodore predict, the machine of the '90s.

Nothing stands still and, now that 32-bit technology has reached the point where the likes of us can afford it, Sumner sees the A600 as being the entry-level machine – the C64 of the '90s – with the A1200 as the machine people aspire to, much as the A500 was in the '80s.

Commodore have also announced a new £4 million ad campaign to support the whole Amiga range. There'll be newspaper and magazine ads aimed at kids and their parents, telling them why they should buy an Amiga (because they're very good?) and a TV ad which, er, features a Terminator-type geezer with a metal plate in his head and an earnest adolescent with fake glasses (all computer users wear glasses, right kids?). It's okay if you like that sort of thing.

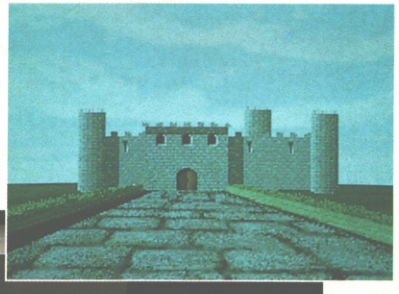
Finally, in a fit of good sense, the CDTV system has been reduced by £100, to £399. Innit marvelous?



SALUTATIONS

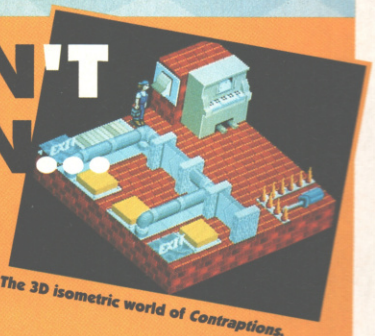
Hello, good evening and welcome to what I'm sure you'll agree is a stunning and stunningly packed issue of AMIGA POWER. As you can see from that blue thing stuck to our seasonal cover, we're continuing our policy of maximum quality playable demos on one coverdisk. You won't find a couple of demos and some sub-standard PD spread thinly over a couple of disks here. Nope, we've THREE gorgeous demos for you this month, including a special Christmas present from Graftgold – a spanking new seasonal *Fire & Ice* level. And the magazine itself? In this bumper-sized issue you'll find games, games and more games. We aim to take you through the latest releases, right up to Christmas, and into next year – by which time we'll no doubt be reviewing the latest A1200 software along with the other Amiga releases.

There's no doubt that the A1200 is an exciting machine – Commodore have definitely got it right this time. Of course, not everyone is going to be willing, or able to upgrade immediately, but the coming months should see an increase in software compatibility, making it as smooth a transition as we can hope for. And in the long term, the A1200 can only strengthen the Amiga's position in the market. But enough, I'm not here to do Commodore's PR. So enjoy the issue, and be kind to furry animals.



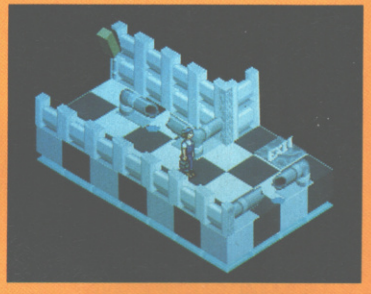
Left: More colours, more parallaxing, faster processing – A1200 games have more of everything really.

IF IT AIN'T BROKEN

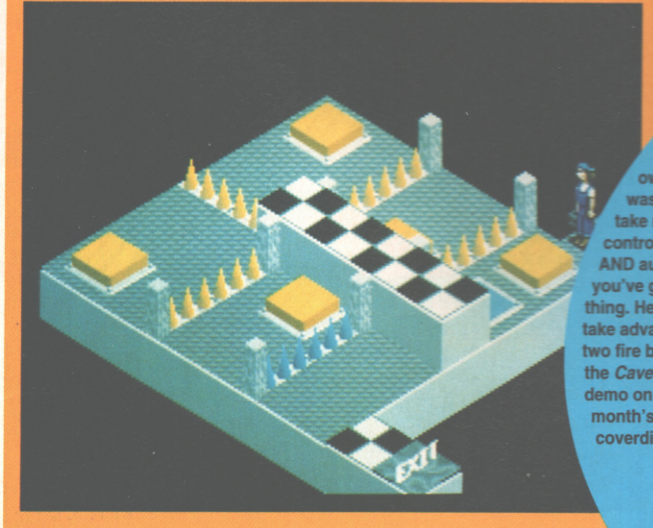


The 3D isometric world of *Contraptions*.

Following on from our snippette in the Autumn Preview, here are the first screenshots of Mindscape's *Contraptions*. The 3D isometric action takes place inside a giant machine, with the player inside the overralls of an overworked repairman, given the task of keeping the machine in working order. With screws, pressure pads and levers, we're talking about a cross between *D/Generation* and that old Spectrum classic *Worse Things Happen At Sea*, with only a thematic similarity to Lucasfilm's odd repair platformer *Night Shift*. Look out for a full breakdown in the next groovy issue of AP.



Along with Ocean's *Universal Monsters*, *Contraptions* could herald a renewed interest in the good old 3D isometric genre. Let's hope so.



***Knight Lore* is still a fond favourite, so we can't wait for *Contraptions*.**

CHUPA CHUP-A CHEAP CHEAP

That was the worst headline we could come up with when Gremlin announced that *Zool* was to have a promotional tie-in with Chupa Chups. They are, for those in the dark, the 'world's best selling lollipops' (it sez here), and in addition to appearing in level one of Gremlin's intensely popular platform experience, there's also one free in every *Zool* game box.

And did you know that Salvador Dali designed the Chupa Chup wrapper. Well now you do, even if you didn't want to. Watch out for a *Zool* Chupa Chup, coming to a confectioners near you, sometime next year.

Some weirdo in a silly *Zool* costume, and a whole pile of Chupa Chup sweets. Can you guess the connection?

TOUCH, DON'T PUSH

If we were to tell you that Hornby Hobbies were about to launch a touch sensitive joypad, you probably wouldn't be very interested. But if we were to tell you that in tests 83% of Nintendo owners reckoned that the Turbo Touch Controller was better than their existing system, you may take more notice. Add the fact that the controller has more than one fire button AND auto fire on each of them – and you've got a pretty versatile little thing. Hey! You could even take advantage of the the two fire button option in the *Caveman Ninja* demo on this month's coverdisk.

Nintendo owners swear by the Turbo Touch Controller – but will Amiga owners take to it?

GAMES MASTER THE MAGAZINE

Say 'computer games' to the average man or woman on the street and one of the first words they'll come up with is 'Games Master'. With three million viewers, Games Master has become the lifeline for computer heads, and a pretty damn popular program in its own right.

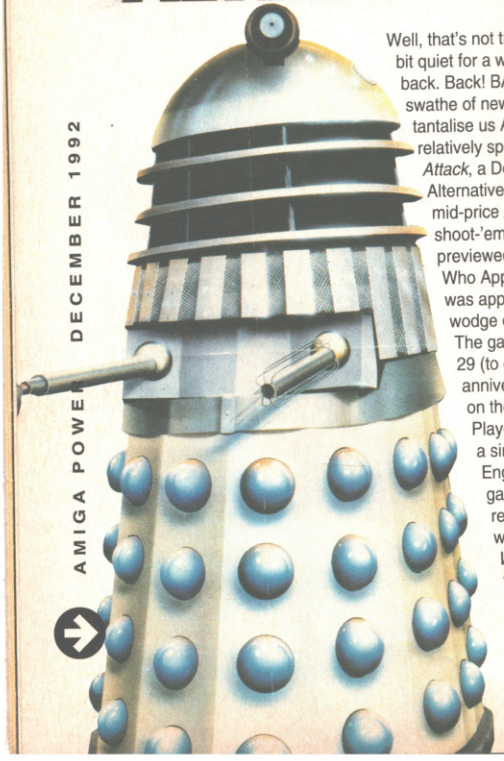
It makes perfect sense then for somebody to produce the magazine of the series, and when it comes to computer magazines, who better than Future Publishing? And so it came to pass that such industry figures as Jim Douglas (ex editor of Ace and The One), James Leach (ex Commodore Format) and – no! – Les Ellis (ex of this bleedin' magazine) came together to work on The Games Master Magazine. Covering consoles, Amigas and anything which you can play games on really, it'll be at a newsagent near you on or around 3rd December, and we're sure you'll love it.

ZOOL'S THE FOOL

After smashing it's way into the top position in the weekly charts Gremlin's Ninja Ant has come across a slight problem. It seems that while the game was being tested someone, somewhere forgot to test it on any machine with more than one meg of memory. Unfortunately most people have found this out the hard way. But seeing as Gremlin are an incredibly nice company they are, at this very moment and even as we write, working on a new version that will be compatible with any machine carrying more than the standard one meg upgrades. Well done chaps.

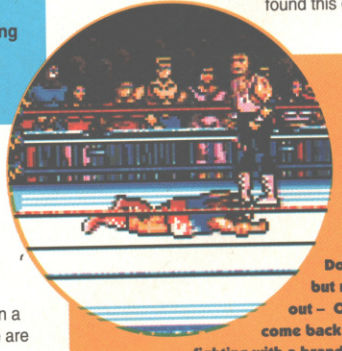
Now please, no more reader's phone calls, we know.

THERE IS NO ALTERNATIVE



Well, that's not true, actually, they've just been a bit quiet for a while. But Alternative Software are back. Back! BACK! And they've got a whole swathe of new stuff lined up to tease and tantalise us Amiga owners with. The biggie, relatively speaking, looks likely to be *Dalek Attack*, a Doctor Who licence which Alternative will be using to launch their new mid-price Admiral label. It's a platformy shoot-'em-up affair, and when it was previewed last month to members of the Dr Who Appreciation Society, the response was apparently 'quite amazing', with a hefty wodge of orders being placed on the spot. The game will be launched on November 29 (to coincide with the TV show's 29th anniversary) and will sell at £16.99. Also on the way is a licence of kids' TV show Playdays, another Postman Pat game, a simple but sweet Thomas The Tank Engine title, and a *Paradroid* lookalike game which is in the process of being rejigged from its original boring space war format to be called *Galactic Warrior Rats*, but more details on those will be with you as soon as we get 'em.

Left: A dalek, yesterday.

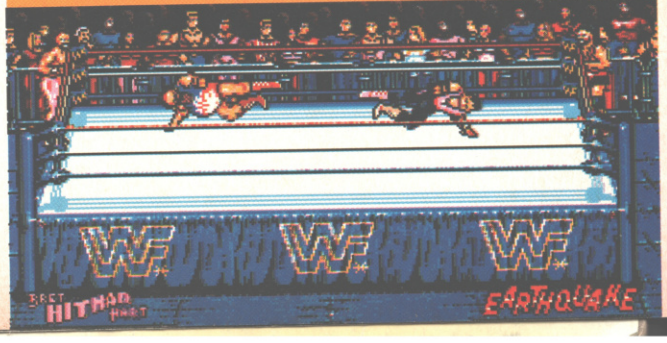


Down, but not out – Ocean come back fighting with a brand spanking new WWF game.

OCEAN ON THE RAMPAGE

It looks as though Ocean have their eyes on that Christmas number one spot again. Last year *WWF* topped the charts during the festive season and now *WWF European Rampage* is set to do it again. Anyone expecting just a rehashed version of the first game is in for a shock as just about everything has been changed. This time the ring is shown on one screen, without the scrolling. There are also 12 different wrestlers and tag teams to choose from. Wrestling fans disappointed over the lack of moves in the last game are in for a pleasant surprise as this time there are over 60 moves available to the different wrestlers, including their own trademark moves. *European Rampage* will be released in December and is guaranteed to be a contender for the hot spot.

In the ring (and out of it) antics in the all-new *WWF European Rampage*.



BETTER GRAPHICS. BETTER SOUND. BETTER SOFTWARE. BETTER GET ONE.

Better take note. One CD inserted into the new Amiga CDTV stores the equivalent of up to 700 floppy discs. That's 550 megabytes of memory or 250,000 A4 pages of text.

CDTV also gives you access to over 3,000 Amiga titles and over 100 CDTV discs, covering everything from arcade quality games to education. And CDTV can be used as a regular audio CD player when connected to your stereo. The Amiga CDTV Computer Pack, complete with qwerty keyboard, disc drive, mouse and infra red remote control can be yours for only £499.99 including our free Public Domain Collection disc. The Amiga CDTV Player Pack comes in even lower at only £399.99. All of which proves one thing.

When it comes to the ultimate in home entertainment, you won't find anything better than the Amiga CDTV.

From Commodore

AMIGA CDTV

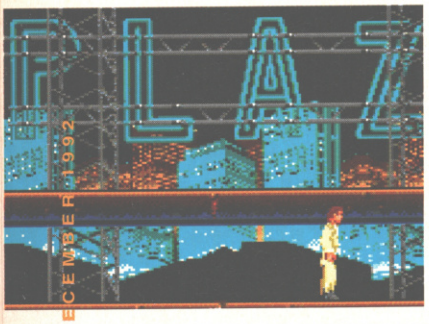
THE WORLD'S MOST INTERACTIVE INTERACTIVE HOME ENTERTAINMENT SYSTEM

CDTV IS AVAILABLE AT SELECTED STORES OF ALLDERS, CALCULUS, COLORVISION, COMET, DIXONS, TECNO, TEMPO, VIRTUAL REALITY AND ALL LEADING INDEPENDENT COMPUTER SPECIALISTS, INCLUDING NASCR. PRICES CORRECT AT TIME OF GOING TO PRESS 5/10/92.

OCEAN GET COOL

The next movie licence from Ocean (after *Lethal Weapon*) is the new Kim Basinger film, Cool World. The movie uses a mixture of cartoon animation and real life film to create the dreamy imagery. The Doodles in Cool World are altering the balance between their world and ours by changing objects in each. You control Harris, a policeman armed with a fountain pen who must restore the balance. There are 16 levels to combat and anyone who does it will get the chance to do battle with Holli Would (our Kim). *Cool World* is scheduled for release late November/early December.

Action from the forthcoming *Cool World*.

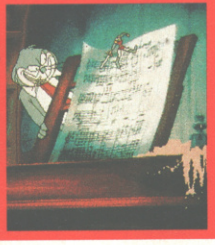


Stunning set-pieces in *Dragon's Lair III*.

OH NO! MORE DRAGON'S LAIR

It's back. The game series which stunned everyone with its gorgeous cartoon graphics, but failed to impress anyone with its absence of gameplay is back. *Dragon's Lair III: The Curse Of Mordread* fills out six disks with 60 screens worth of full-screen romping. As usual digitised sound will accompany the technically awesome artwork. The story once again concerns Dirk the Daring, this time attempting to save his family from Mordroc's twisted witch sister.

We should have a full review next issue Here's hoping for a great game to go with the visuals. Please.



Dirk sizes up the latest in a long line of problems. Playing cat and mouse is no fun if the mouse is 10 times bigger.

Dirk isn't feeling himself right now.

Poor Dirk pops in for a spell.

WHAT? MORE POOL?

Can't find *Pool* in the shops yet? Well, there's a very good reason for that. Just as Virgin were about to duplicate the disk and ship it off to all those lovely software stores, Archer Maclean decided that he wanted to add more stuff, and so put the release back by a month. So what's new? Well...

"It's a smoother, more well-rounded game now," says Archer. What that means is such lush little tidbits as: a new animated title screen, a tournament winner's screen, more cute animations in the background, an on-screen interactive help facility (giving details on everything from camera control to hitting the ball), better tactics from the 20 computer opponents, and the inclusion of intelligent cue placing from the computer players.

One other neat feature is the ability to customise the rules. "I was getting sick of people complaining that their particular variation of pool wasn't included. Now they can have any variation they want."

Oh yes, it's also now called *Archer Maclean's Pool*. Excellent. We reckon all that stuff makes it worth another couple of percent. So, what's next Archer?

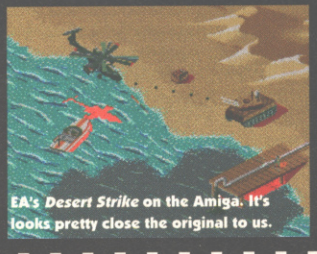
"Actually, I'm thinking about doing *Snooker 2*. There's really quite a lot of new things I can put in there."

Here we go again.

The rather fabby *Archer Maclean's Pool* – now even meatier. Top breeders recommend it, or something.

RUSHES

Welcome to a new mini-section of True Stories – where we give you visual updates on games we've mentioned, previewed or talked about before. Kick back, grab some popcorn, and take a look at these in-production piccies.



EA's *Desert Strike* on the Amiga. It's looks pretty close the original to us.

Multi-directional blasting fun is the name of the game in *Desert Strike*.

Let's have just one more pic of it, eh?

Twice the fun in *Gobliins 2* – coming soon from Coktel Vision.

Above: Even gobliins have really good parties occasionally.

More lush French graphics and bizarre puzzles are promised for *Gobliins 2*. Look s fun to us.

NO I'M JUST DEPRESSED

Remember that groovy little French puzzley thing *Golbiiins* (reviewed in issue 16 to the tune of 79 percent)? Now the little cuties are back, though this time there are only two of them, hence the title *Gobliins 2* (notice there're only two 'i's this time). This time around there's more of an adventure feel to things, with movement between the various screens. Puzzles, problems and whacky animation are still part and parcel of the formula however. If slapstick puzzling and groovy graphics are your thing then watch out for a review of *Gobliiins 2* next month.

HE'S SO DIZZY (AGAIN)

It might not be eggs-actly the most thrilling thing but Dizzy games are usually all-white. But you'll have to shell out £19.99.

Codemaster's favourite character and all round good egg, Dizzy, is back, back, back! *(Well, that's Stuart's Christmas present sorted. – Ed)* This time he's embarking on his 'most exciting adventure yet', which probably explains why this one's going out at the less modest price of £19.99. But we thought the idea was that you were going to release top quality software at a budget price, guys. Does this mean that all those other games you released weren't really that good? We think we should be told.

Anyway, pricing policies aside for a moment, *Crystal Kingdom Dizzy* (for that is its name) has a daft storyline about the crystal treasures of the Prophet Zeffar, which have been stolen, and must be retrieved to prevent a curse falling on Dizzy's land. The Codies are promising greater character interaction and intelligence, while retaining all those elements which made the other *Dizzy* games so popular in the first place. Watch out for a release in the next month, at – gulp! – that price point of £19.99.

GOT ANY RESERVATIONS?

DEAR MR NEWSAGENT

I think AMIGA POWER (the magazine with attitude) is really rather good, and I'd very much like you to reserve it for me every month. Thanks.

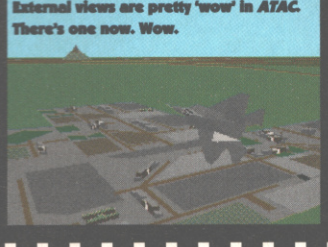
Name:.....

Address: .....

.....

Leeds United Challenge – coming very soon from CDS. Hurrah!

The incredibly complex *ATAC* – coming very soon (ish) from MicroProse.

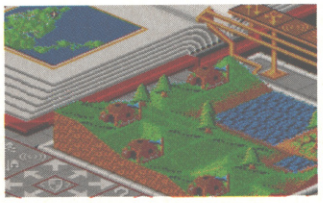


External views are pretty 'wow' in *ATAC*. There's one now. Wow.

And finally, for this month, a moody shot from Millennium's *Daughter Of Serpents*.

AMIGA POWER RECOMMENDED...

Over the last 12 months, we've picked out a few titles from each issue that should have been at the very top of your purchase list. This time, what with it being Christmas and all, we come over all retrospective and choose the top game from every month of the last year. If your collection is still missing any of these, slap yourself in the face at once and get down to the software shop right now...



JANUARY
Populous 2 (Electronic Arts)

Our New Year issue pointed you towards some corking games, including *First Samurai*, *Heimdall*, *MicroProse Golf* and *Rugby – The World Cup*, but the obvious standout is *Populous 2*. Racking up a phenomenal 93% in the previous issue, *Populous 2* took one of the most popular Amiga games of all time and improved on it significantly, with a sequel with more depth, more action and more fun all round than the original.

FEBRUARY
Celtic Legends (Ubi Soft)

Pop 2 makes a reappearance in February's APR, accompanied by *Realms*, *Birds Of Prey* and the budget re-release version of *Stunt Car Racer*, but our favourite has to be *Celtic Legends*. A wargame that closely follows the inspirational trail of 8-bit legend *Chaos*, *Celtic Legends* is beautiful-looking, supremely accessible and massively entertaining, but most importantly, it's got some great bagpipe music in the intro.

MARCH
Another World (US Gold)

We liked *Celtic Legends* so much we put it in again with plugs for *Leander*, and *Robo*Cop 3. *Another World*, though, got the biggest gob-smacked reaction seen in the AP office for some time, as the team were collectively stunned by the beautiful animation and the bags of imagination on show in this lovely arcade adventure. We were a bit wary of the game's short life, but even so, you ought to buy this one anyway, just for the experience.

APRIL
Harlequin (Gremlin)

Six new games in APR as Spring sprung, including *John Madden Football*, *Shadowlands*, and the previous month's top scorer, the 91%-rated *Harlequin*. This epic platform arcade adventure took the previous leader of the pack (*Robocod*) and tweaked it until it re-emerged as a gorgeous and irresistible slice of everything that's good about Amiga software. This is just about everything you could ever ask for from a platform game.

MAY
Pinball Dreams (21st Century Entertainment)

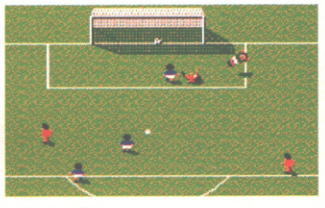
We celebrated our first birthday by recommending 100 games (in our special All-Time Top 100 supplement), but APR itself contained the finest month's selection of games to date. Picking one winner from a list containing *Parasol Stars*, *Dyna Blaster*, and *Titus The Fox* was a tough task, but for sheer out-of-nowhere shock value, 21st Century's silver-ball classic just can't be beaten.

JUNE
Apidya (Play Byte)

June saw some groovy new titles in APR, like *Agony*, *Pacific Islands*, *Ultima VI*, and, er, *Cover Girl Poker* (bit of a joke there for sarcasm fans in June), but the top-notcher was another bolt from the blue. *Apidya* still provokes arguments between Mark and Stuart over whether it's the best Amiga horizontally-scrolling shoot-'em-up ever or Number Two behind *R-Type II*, but there's no doubt is that it's a game no lover of the genre should be without.

JULY
Legend (Mindscape)

Six more newies as Summer wore on, with *The Addams Family*, *Fire And Ice*, *Floor 13* and *Eye Of The Beholder 2* all getting a big shove into the limelight, but we've gone for Mindscape's fab RPG for no better reason than it had everyone in the office completely hooked on it within minutes of them first picking it up. *Legend* is possibly the most accessible RPG game ever, and it's almost certainly the most good honest fun.



AUGUST
Sensible Soccer (Renegade)

Oh dear... Looking back, something appears to have gone most terribly wrong with APR this month. Of the six games in the column, three of them are, er, *Sensible Soccer*. Ahem. Yes, we liked this one (a record-equalling 93% in the previous issue), and so do you, as your Number One placing in the Readers' Top 100 this month clearly indicates, so it doesn't seem like there's much more to be said, really.

SEPTEMBER
Dyna Blaster (Ubi Soft)

Sensible Soccer shows up again in this month, ably supported by *Crazy Cars III*, *D/Generation*, and *Ashes Of Empire*, but we're going to seize the second chance and nominate the astounding *Dyna Blaster* for September's gong. It still hasn't sold anything like as well as it should have, but for anyone with more than one friend in the world, this is a game you should be trampling over small children and animals in the street to get to.

OCTOBER
Wizkid (Ocean)

Encore appearances from *Crazy Cars 3* and *D/Generation*, alongside *Premiere*, and *Pang*, and another game we'd seen before, *Wizkid*. It suffered from tangled release schedules, which is why it showed up again after two-months, but it's now, at long last, available in the shops, from where it should be removed in exchange for money without the slightest delay. It's that rarest of things, a 'comedy' game which actually succeeds in being funny.

NOVEMBER
Putty (System 3)

The autumn slump left us with only four games worth recommending (the others being *Zool*, *Troddlers* and *Sensible Soccer* again), but the winner in the office was *Putty*. In the months since this one was first mooted, it's been through more changes of look than Michael Jackson, but the one it finally settled on was that of a gorgeous arcade platform romp with more touches of brilliance than you could shake a whole box of sticks at.

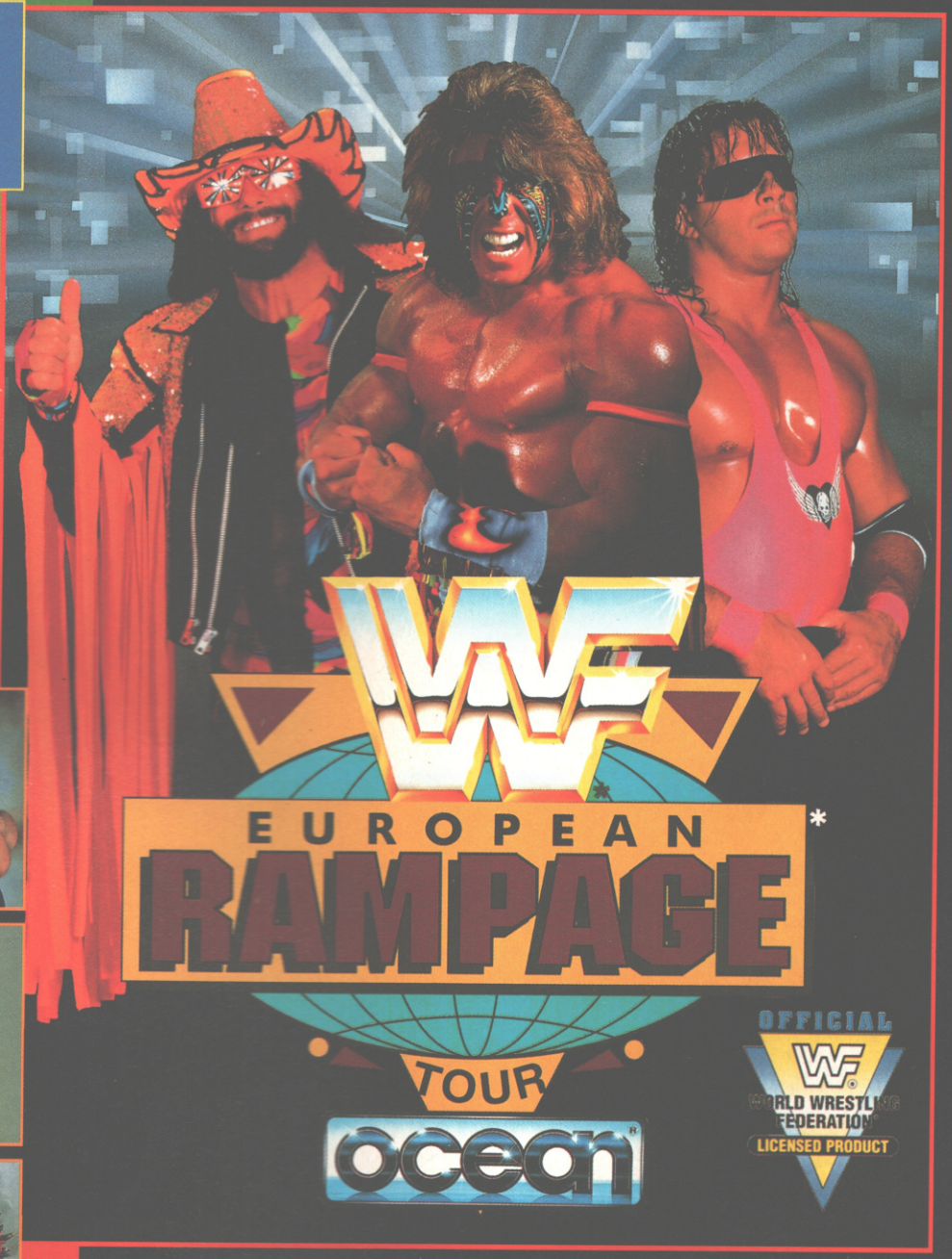
DECEMBER
Assassin (Team 17)

Cheating a bit here, as at the time of writing we haven't actually done an APR this month, but if we did, this is the game which would have been getting pole position. *Strider* crossed with *Turrican*, but nowhere near as dull as either, *Assassin* is a bit of a sprawl, but within that sprawl is some of the most flexible and action-packed arcade blasting seen on the Amiga so far. Flawlessly programmed, this is Team 17's best yet.

THE SUPER STARS RETURN

NOW FIGHT LIKE YOU

MEAN IT



WWF

EUROPEAN RAMPAGE* TOUR

OFFICIAL WWF WORLD WRESTLING FEDERATION LICENSED PRODUCT

Once again, the WWF* Superstars unite for the Grand European Rampage* Tour.
Join your favourites, **Hulk Hogan****, **Ultimate Warrior** and many more, as they travel across Europe to square off in the ring against tag teams like **Natural Disasters** and the **Nasty Boys.**
Watch them in the Squared Circle. Follow them to the Grand Finale Match at Madison Square Garden in New York City.
Test your strength and skill. Work with your team-mate to achieve the ultimate goal - the **European Rampage* Tag Team Title.**

ATARI ST . AMIGA
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COMMODORE 64

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AMIGA POWER PENGUIN GALLUP CHARTS TOP 100

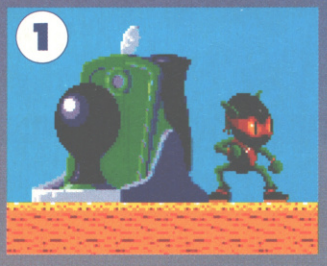
★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (NE) **ZOOL** Gremlin £25.99 ★★★★★
2 (NE) **LOTUS 3** Gremlin £25.99 ★★★
3 (1) **SENSIBLE SOCCER** Renegade/Mindscape £25.99 ★★★★★
4 (11) **LOTUS TURBO CHALLENGE** Gremlin £9.99 ★★★★★
5 (6) **JAMES POND** GBH £7.99 ★★★
6 (NE) **DIZZY: PRINCE OF THE YOLKFOLK** Codemasters £7.99 ★★★
7 (3) **SEUCK** GBH £9.99 ★★★★
8 (26) **SUPERCARS 2** GBH £9.99 ★★★★
9 (2) **CIVILISATION** Microprose £34.99
10 (4) **F16 COMBAT PILOT** Action 16 £9.99 ★★★

11 (NE) **SHADOW OF THE BEAST 3** Psygnosis £25.99 ****
12 (5) **MONKEY ISLAND 2** US Gold £37.99*****
13 (13) **FIRST DIV MANAGER** Codemasters £7.99 *
14 (15) **CAPTAIN DYNAMO** Codemasters £7.99**
15 (10) **FALCON** Action 16 £14.99***
16 (21) **GRAHAM TAYLOR SOCCER CHALLENGE** Krisalis £25.99 ****
17 (9) **PANZA KICK BOXING** Kixx £9.99**
18 (NE) **WIZKID** Ocean £25.99 *****
19 (8) **F1GP** MicroProse £34.99 *****
20 (63) **SWITCHBLADE 2** GBH £9.99 ****
21 (14) **FIRE AND ICE** Renegade £25.99 ****
22 (58) **PGA TOUR PLUS** Electronic Arts £29.99 ***
23 (12) **MAGIC LAND DIZZY** Codemasters £7.99 ***
24 (22) **LURE OF THE TEMPTRESS** Virgin £30.99 *****
25 (RE) **FUN SCHOOL 2 6-8 YEARS** Hit Squad £7.99 N/A
26 (RE) **BLADE WARRIOR** Zeppelin £.99 ***
27 (39) **JIMMY WHITE'S SNOOKER** Virgin £29.99 *****
28 (17) **JACK NICKLAUS GOLF** Hit Squad £7.99**
29 (19) **CRAZY CARS 3** Titus £25.99 *****
30 (NE) **FUN SCHOOL OVER 8'S** Hit Squad £7.99 N/A
31 (18) **PRO TENNIS TOUR** Hit Squad £7.99 ***
32 (NE) **MINI OFFICE** Europress £59.99 N/A
33 (36) **HEAD TO HEAD** Domark £34.99 ****
34 (24) **STRIKER** Rage Software £25.99 ***
35 (7) **PREMIERE** Core £30.99 *****
36 (NE) **AIR SUPPORT** Psygnosis £25.99 ***
37 (29) **THE MANAGER** US Gold £30.99 *
38 (20) **CHAMP MANAGER** Domark £24.99 ***
39 (23) **RAINBOW ISLANDS** Hit Squad £7.99 *****
40 (32) **JOHN MADDEN AMERICAN FOOTBALL** Electronic Arts £29.99 *****
41 (89) **ULTIMATE GOLF** GBH Gold £9.99 **
42 (35) **TOTAL RECALL** Hit Squad £7.99 *
43 (27) **EOTB2** US Gold £35.99 ****
44 (52) **TEAM SUZUKI** GBH £7.99 *
45 (NE) **FUN SCHOOL U6** Hit Squad £7.99 N/A
46 (77) **TOYOTA CELICA RALLY** GBH £7.99 ***
47 (44) **MAN UNITED** GBH £7.99 *
48 (28) **PERFECT GENERAL** Ubisoft £34.99 ****
49 (NE) **BIG BOX 2** Beau Jolly £29.99 ***
50 (38) **NEW ZEALAND STORY** Hit Squad £7.99 *****
51 (34) **PROJECT X** Team 17 £25.99 **
52 (25) **OLYMPIAD COLLECTION** Microvalue £7.99 **
53 (66) **A320 AIRBUS** Thalion £35.99 **
54 (64) **PINBALL DREAMS** 21st Century Entertainment £25.99 *****
55 (80) **NARC** Hit Squad £7.99 **
56 (59) **ISHAR - LEGEND OF THE FORTRESS** Silmarils £29.99 ****
57 (RE) **THUNDERHAWK** Core Design £30.99 *****
58 (RE) **BATTLE CHESS** Star Performers £10.99 ***
59 (37) **JAGUAR XJ220** Core Design £25.99 ***
60 (56) **LINKS** US Gold £35.99 ***
61 (41) **MATCH OF THE DAY** ZepplinPremier£25.99 *
62 (16) **ESPAÑA THE GAMES 92** Ocean £29.99*
63 (54) **EMLYN HUGHES INT SOCCER** Touchdown £9.99 **
64 (RE) **CARRIER COMMAND** Kixx £7.99 ****
65 (NE) **AQUATIC GAMES** Millennium £25.99 ***
66 (81) **GOLDEN AXE** Tronix £9.99 **
67 (43) **EPIC** Ocean £29.99 *
68 (NE) **VIKINGS FIELD OF CONQUEST** Krisalis £25.99 ***
69 (69) **WORLD CHAMP BOXING** GBH £7.99 ***
70 (NE) **EURO. SUPERLEAGUE** CDS £24.99 **
71 (71) **WORLD CRICKET** Zeppelin £7.99 ***
72 (50) **THE ADDAMS FAMILY** Ocean £29.99 ***
73 (30) **ASHES OF EMPIRE** Mirage £39.99 ****
74 (67) **POPULOUS 2** Electronic Arts£29.99 ****
75 (90) **BUBBLE BOBBLE** Hit Squad £7.99 ***
76 (48) **PANG** Hit Squad £7.99 *****
77 (NE) **DAS BOOT** Mindscape Classics £14.99 ***
78 (72) **BATMAN THE MOVIE** Hit Squad £7.99 ****
79 (RE) **CRAZY CARS 2** Fox Hits £9.99 **
80 (RE) **ROBOCOP** Hit Squad £7.99 ***
81 (RE) **LOMBARD RAC RALLY** Hit Squad £7.99 ***
82 (84) **DIZZY'S EXCELLENT ADVENTURES** Codemasters £24.99 ***
83 (RE) **BLUES BROTHERS** Titus £25.99 ***
84 (RE) **HOOK** Ocean £25.99 ***
85 (71) **EURO FOOT. CHAMP** Domark £25.99 ***
86 (70) **MEGA SPORTS** US Gold £25.99 **
87 (97) **SILENT SERVICE 2** MicroProse £34.99 ***
88 (51) **ERIK** Atlantis £7.99 **
89 (RE) **AIR BUCKS** Impressions £29.99 **
90 (RE) **TURRICAN 2** Kixx £7.99 ***
91 (79) **OH NO! MORE LEMMINGS** Psygnosis £19.99 ***
92 (61) **GO FOR GOLD** Kixx £7.99 **
93 (40) **EASY AMOS** Europress £34.99 ***
94 (93) **SHADOW WARRIORS** Hit Squad £7.99 **
95 (NE) **GUY SPY** Readysoft £29.99 ***
96 (33) **INT. CHAMP ATHLETICS** Energize £7.99 **
97 (46) **WWF WRESTLEMANIA** Ocean £25.99*
98 (NE) **FOOT. CRAZY CHAL** ANCO £25.99***
99 (RE) **FIRE AND FORGET 2** Fox Hits £9.99 **
100 (42) **FANTASY WORLD DIZZY** Codemasters £6.99 ***

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and now they're sponsored by Penguin!

ZOOL



Gremlin have finally done it. Their ninja ant has finally beaten *Sensible Soccer* to the number one spot. As if this wasn't enough, Gremlin have five other titles in the top ten, including their budget range. Sheffield-based Gremlin are understandably over the moon with this and hope that it continues for the run up to Christmas.
Lotus 3 has also crashed into the number two spot.

BEAST 3

The *Shadow of the Beast* saga from Psygnosis shows its longevity and popularity as it comes in at number 11. The third instalment is arguably the most playable of the lot. Will it be a shadow of its prequels or will this be the peak of its rise. Check out the charts next month to see whether the beast is on the rampage. Psygnosis are pleased with its progress so far but were expecting it to do well anyway.

WIZKID

And it's about time too. We've been waiting for this great game from Ocean for ages. Now it's finally been released, it's made a respectable debut in the charts. With many of the games above it starting to wilt, it looks as though *Wizkid* is a good bet for the top ten next month. Of course next month the contenders for the Christmas top spot will be out.

ESPAÑA THE GAMES '92

We thought that once the hullabaloo over the Olympics had faded, the track and field sports sims would fade with it. This month *Games '92* dropped almost 50 places and by next month it will probably have disappeared from the top 100.

CHARTS
COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS
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• The Bitmap Brothers •

THE CHAOS ENGINE

• TIME FOR CHAOS •

Atari ST (STE Enhanced), 1Meg Amiga & PC • 1 or 2 Player

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AMIGA POWER ...The Video

A Power packed hour of furious action and sensational tips, from Britain's biggest selling games magazine.

At only £9.99, the AMIGA POWER Tips Video is the essential purchase. Complete control awaits!

THEY LIVE AGAIN

Dracula, The Frankenstein Monster, The Mummy, The Wolf Man, The Bride of Frankenstein and The Creature from the Black Lagoon. Classic monsters from a movie age gone by. But more than that... creatures from our oldest dreams and our darkest nightmares. They have met and battled before, but now they are back. Back to form an unholy alliance to make our worst fears turn into a terrifying reality.

ATARI ST . CBM AMIGA

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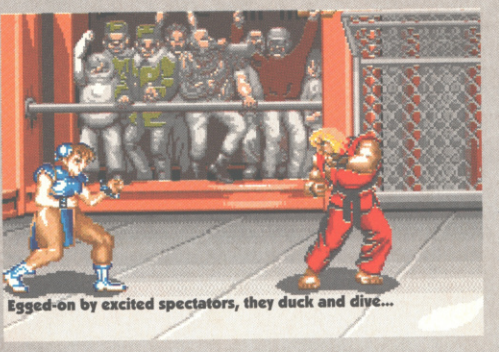
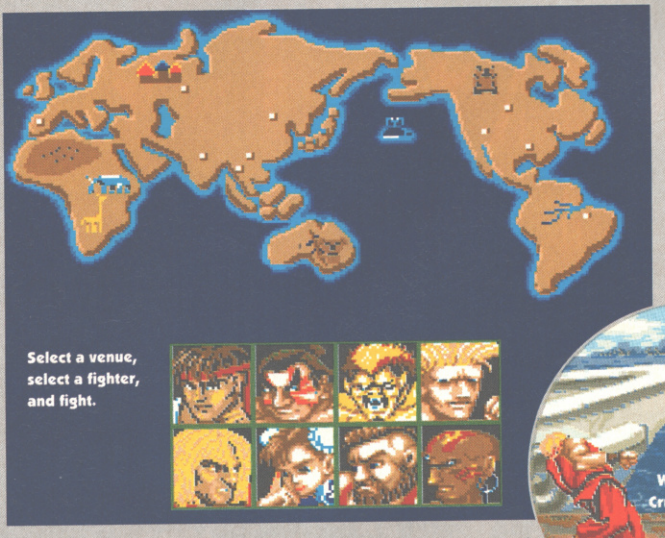
THE SHAPE OF THINGS TO COME

So, you've sacked the clairvoyant and bought yourself a crystal ball. But it's still no help. You need AP.

Ken and Chun Li get down to some serious clapping about.


Egged-on by excited spectators, they duck and dive...

STREET F



Game: Street Fighter II
Publisher: US Gold
Authors: Creative Materials
ETA: December '92

Briefly: Super Nintendo owners have gone ga-ga over it. Every other format owner is gagging for it, but not all of them will get it. We are, of course, talking about the – like it or hate it you can't deny it – huge success of *Street Fighter II*.

There's little doubt that the conversions of *Street Fighter II* will be selling more copies this Christmas than most other releases put together.

The creators speak: The team with the awesome task of converting the hottest title of this year to the home computer formats is Creative Materials. They have CapCom's *Final Fight* to their credit – or debit, if you prefer to look at it that way.

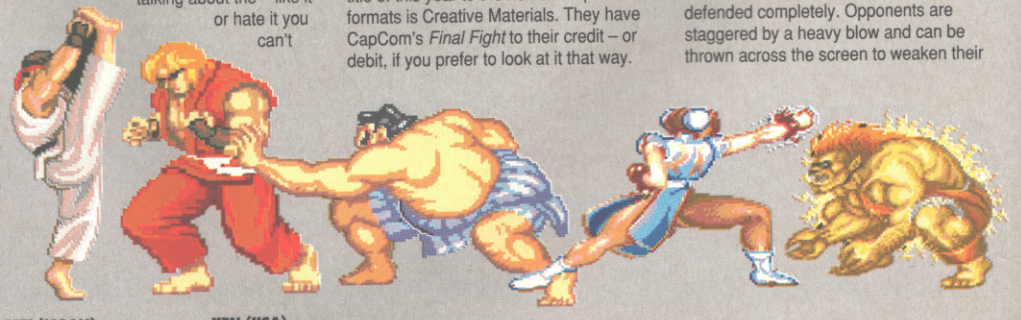
But don't fret: the people behind those conversions of *Final Fight* aren't responsible for *Street Fighter II*.

No, Creative Materials 'newcomer' Gordon Fong is coding *Street Fighter II* on the Amiga and Atari ST. He's provided a considerable chunk of the visuals, too.

The fly sheet for the original arcade machine provides a succinct explanation of what *SF II*'s all about: "Who is the strongest street fighter? Ambitious tough guys all over the world flock together to put an end to this eternal theme..."

The rules are simple: two players beat the crap out of each other until one of them drops through exhaustion or five minutes expire (in which case the player with the most vitality takes the round). The winner of two rounds takes on another fighter in the next stage of the competition.

Each player has a total of 36 different moves to perform, including three speeds of punch and kick plus a – gasp – special attack manoeuvre which cannot be defended completely. Opponents are staggered by a heavy blow and can be thrown across the screen to weaken their



RYU (JAPAN)
The typical participant, his Hurricane Kick and Dragon punch are famous. His special power is shooting fireballs.

KEN (USA)
He starred with Ryu (with whom he used to train) in the first *Street Fighter*. His special power is the same as Ryu's.

HONDA (JAPAN)
A sumo wrestler E Honda's special power is a Sumo Headbutt and the Hundred Hand Slap.

CHUN LI (PRC)
The only female. Special powers are the Lightning Kick and the upside down Whirlwind Kick.

BLANKA (BRAZIL)
Possessing inhuman speed, no one can stand up to his continuous barrage of abuse.

...then they duck and kick

Then they dance around a bit more.

IGHTER II

It's hard to imagine how one computer game could have generated so much hysteria.

The backgrounds still look fairly detailed, even though the parallax had to go.

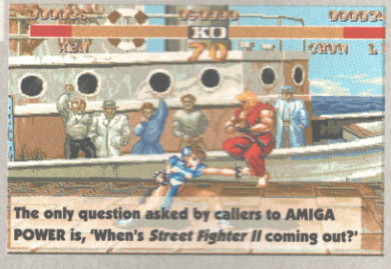
"US Gold haven't tried to create a perfect conversion"

resolve.

But why oh why's it been so popular?

"Because," says project manager Tony Bickley, "unlike most beat-'em-ups where the player wiggles the joystick and hammers the fire button hoping the moves will connect and beat the other guy, *Street Fighter II* has a multitude of moves via six fire buttons which means you can select the move you want when you want and form strategies.

"Of course, this has been the biggest problem putting it on the home computers. What we've done is cut down the 36 different moves to eight for the single-button joystick version. That's four punches and four kicks mapped on the joystick in a logical fashion to make them easy to select. We've also written it for a two-button joystick for twice as many moves. One button handles the kicks, the other one the punches. Single-button joystick users can also use a key on the keyboard for punches or kicks, and you can also play using just the keyboard."



The only question asked by callers to AMIGA POWER is, 'When's *Street Fighter II* coming out?'

US Gold haven't tried to create a perfect conversion. Instead, they decided to provide a home computer version of *Street Fighter II* which feels as close to the real thing as possible.

"With the Amiga and PC we've got a very good likeness on the graphics side and we've kept the speed up as well," says Tony. "We had to reverse engineer the AI because we didn't get much help with it. We think we've got it right though. The game's virtually finished. All that's left is the feel. The proximity moves haven't been a problem. All the specials have not proved a problem, nor have the combination moves. We've got them all in. It's not been easy keeping the speed up with the size of the sprites and still making it playable.

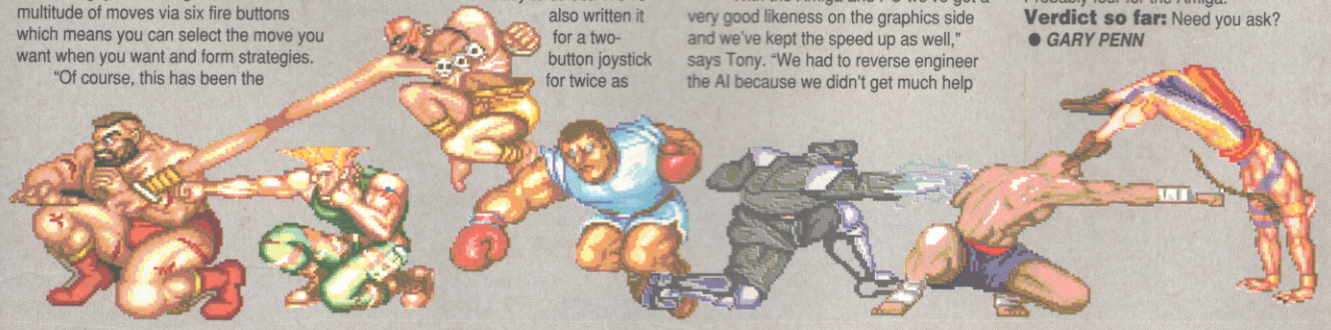
"The Amiga and ST graphics are smaller – down about 20 percent – and there's slightly less colour. The PC version's 256 colours like the original, but there are 16 on the ST and 32 on the Amiga. We had to lose the parallax on the Amiga, but we've got the background animation, and 225 frames of animation per character. The four bosses have slightly less.

"We're trying to do a coin-op conversion but it's not practical to give every programmer a coin-op so we've supplied them all with SNES versions for reference. The bonus stages are as the coin-op, not the SNES version which has two: kicking a wall and breaking a car. The coin-op has two sets of barrels – rolling and flaming – and the car. You can still play self against self, too.

"The speech... we've got it in there but we've had to cut down the number of different speeches. For example, we've got the same scream sound for all characters, except we up the frequency for Chun Li and take it down for the bigger characters. There's a generic punch noise, a slap noise, and a kick noise. To keep everything in was too expensive on memory. The game's actually three meg. The code's only about 16K on the Amiga – the rest is all graphics and AI or data tables, which are immense because the characters alter their strategies depending on how you play. How many disks? Probably four for the Amiga."

Verdict so far: Need you ask?

● *GARY PENN*



ZANGIEF (USSR)
Moves slowly, but a pile-driver from his fat body does the trick. His special power is to spin around quickly.

GUILE (USA)
His special powers are the Sonic Boom (like Ryu's fireballs) and his Flash Kick (like Chun Li's Lightning Kick).

DHALSIM (INDIA)
His weakness is his slow speed. He breathes yoga flame and spits fire by tapping energies within himself. Mmm

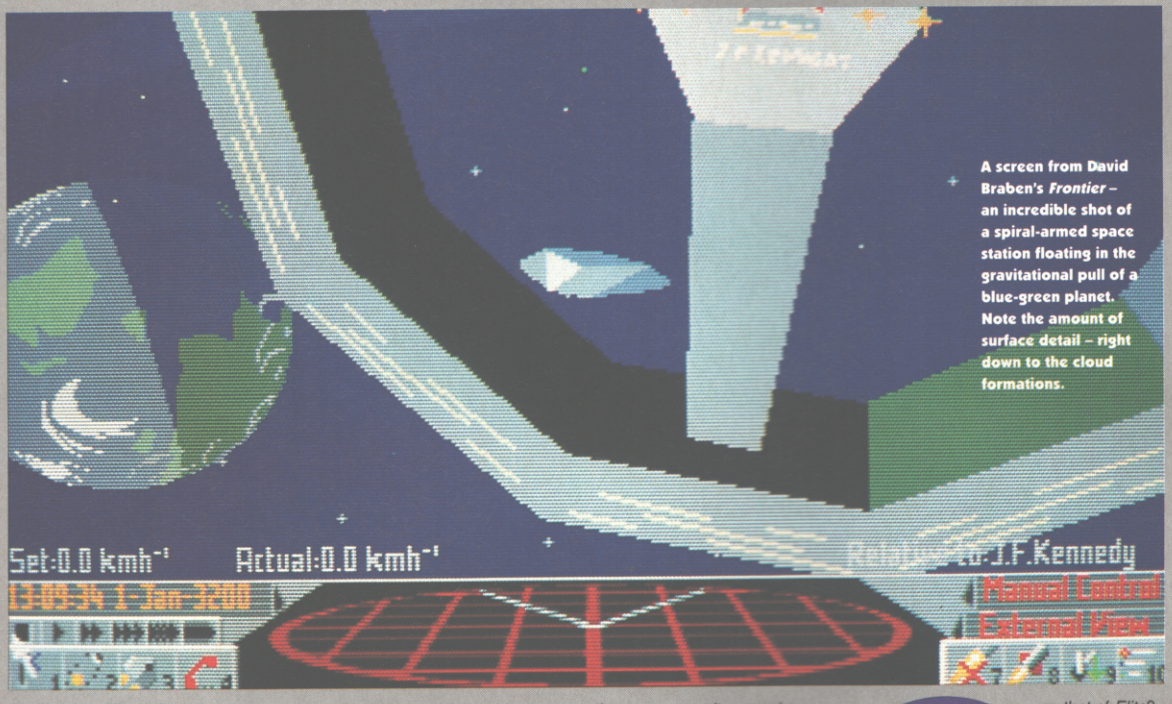
BALROG (USA)
A boxer who makes Mike Tyson look innocent. Balrog comes rushing in with his fists flying.

BISON (THAILAND)
He's a Nazi looking character and no mistake. Actually, he's a human fireball when the mood takes him.

SAGAT (THAILAND)
A kick boxer who's sensitive about his shorts. Sagat has a special move similar to Guile's Sonic Boom.

VEGA (SPAIN)
Could this be Suzanne in disguise? He uses his claws to climb a wire mesh from where he jumps on his attacker.

FRONTIER



A screen from David Braben's *Frontier* – an incredible shot of a spiral-armed space station floating in the gravitational pull of a blue-green planet. Note the amount of surface detail – right down to the cloud formations.

Game: Frontier
Publisher: Konami
Author: David Braben
ETA: Mid-January

Briefly: Back in 1984, Braben and Ian Bell unleashed *Elite* – a 3D space fighting and trading epic – on an unsuspecting world. It represented a milestone in computer gaming, wowed critics and gamesplayers alike, and was claimed by many to be the best computer game ever. It finally got ported to the Amiga in 1987, courtesy of the now defunct Rainbird. The results were, however, merely workmanlike, and by that time the game was looking more than a little dated.

Now, after four years of hard work, Braben is a back with a sequel. Can it really have as much impact as it predecessor?

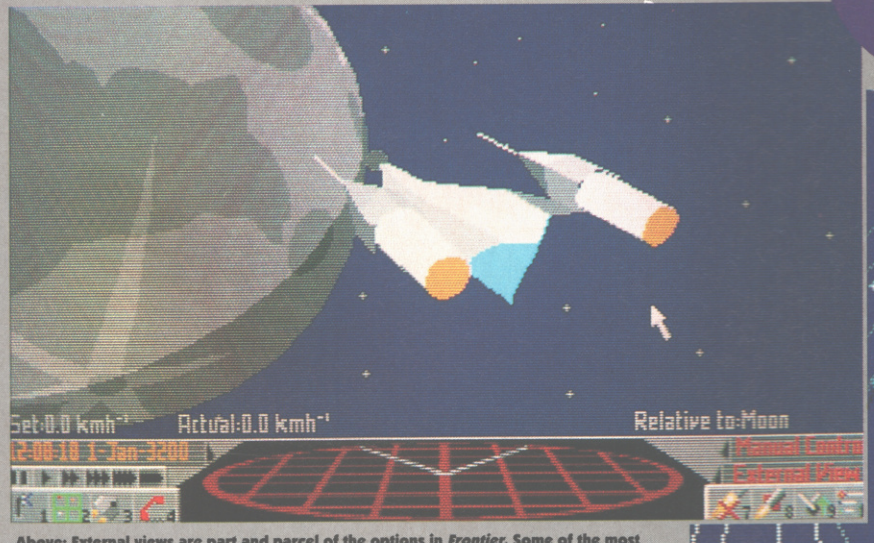
The Creator Speaks: Who better to describe the intricacies of *Frontier* than Mr Braben himself?

"Although it's not actually called *Elite II* – I want it to stand up on its own merits – *Frontier* does follow on from the plot of the original game. It picks up the story 200 years later, with the player in possession of a small, basic ship. From these small beginnings, it's possible to fight, trade, transport, and explore the entire galaxy."

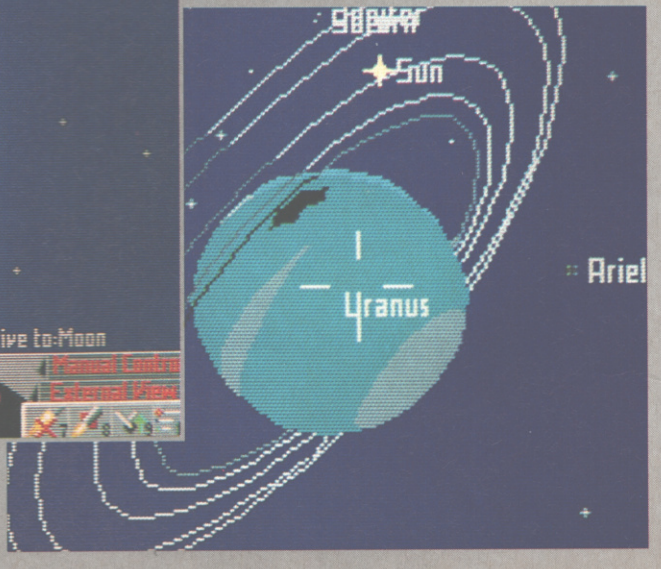
Is the space map the same as that of *Elite*?

"No, *Frontier* actually takes place in our own galaxy – stretching 70,000 light years across. The whole thing is mapped out using statistics, except for a sphere some 300 light years across, which I've hand-designed. This area, which includes our own solar system, represents the extent to which humans

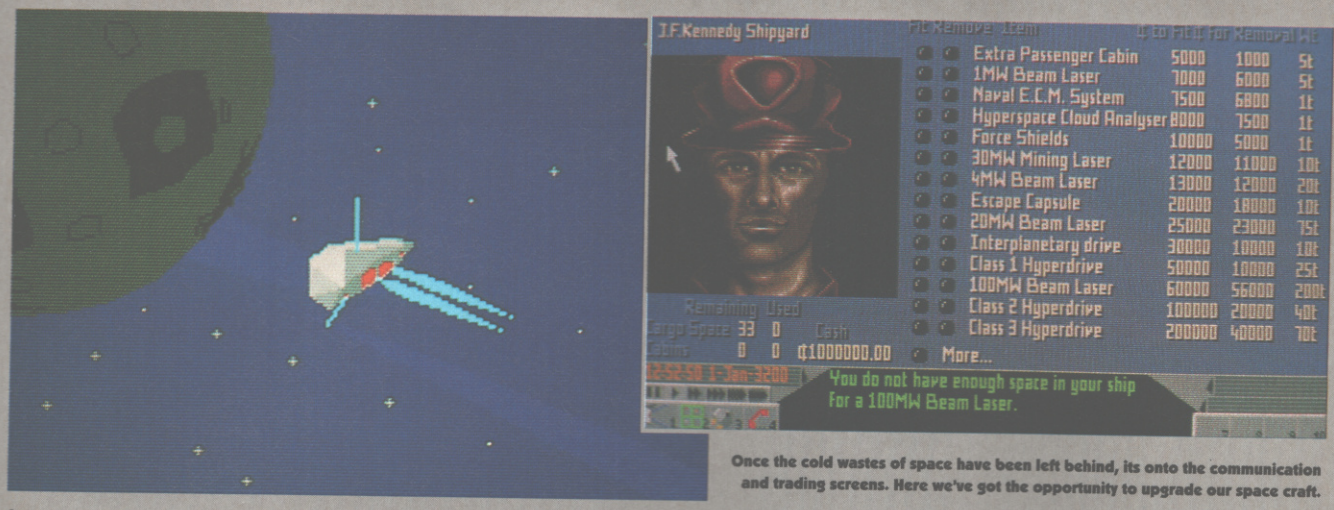
"It's not a 'knock it up quick' game"



Above: External views are part and parcel of the options in *Frontier*. Some of the most spectacular views ever seen on the Amiga can be achieved using these facilities.



Right: Our own solar system is recreated in all its glory. Here we see Uranus complete with rings. In his spare time Mr Brayben is actually a keen astronomer.



Once the cold wastes of space have been left behind, its onto the communication and trading screens. Here we've got the opportunity to upgrade our space craft.

In space no one can hear your engines. But you can at least see the vapour trail. Just one of the many bits of meticulous attention to detail in *Frontier*.

have so far explored the galaxy. Most of the action will initially take place here, but it is possible eventually to head out into uncharted space in search of adventure. One thing we're looking at is the idea of releasing extra modules which flesh out these other areas of the galaxy, providing the player with new missions and adventures."

"I hope it will have as big an impact as *Elite* did"

The original *Elite* was based around trading goods between one space station and another, with bounty hunting and contraband-running thrown in for good measure. How does *Frontier* expand on this?

"Although there is still trading in *Frontier*, it's more a fall-back for making money. It's actually possible to play the entire game without doing one bit of trading. Missions figure much more. A lot of jobs are offered to the player via a bulletin board in each space station. Accepting these can lead to all sorts of adventures. But whereas *Elite* featured one set of laws to abide or break, *Frontier* features two factions – the Empire and the Federation – involved in a cold war. So taking up a mission from one faction may make you an outlaw with the other, and there are even more federal and military sub-laws to worry about.

Bounty hunting and piracy feature in *Frontier*, but things are pretty complex. Transporting passengers is another mission type available. Again, things may get complicated – your passenger may be an outlaw, for instance.

As you progress in the game, it's possible to buy bigger and better space craft – any ship which appears in the game, in fact."

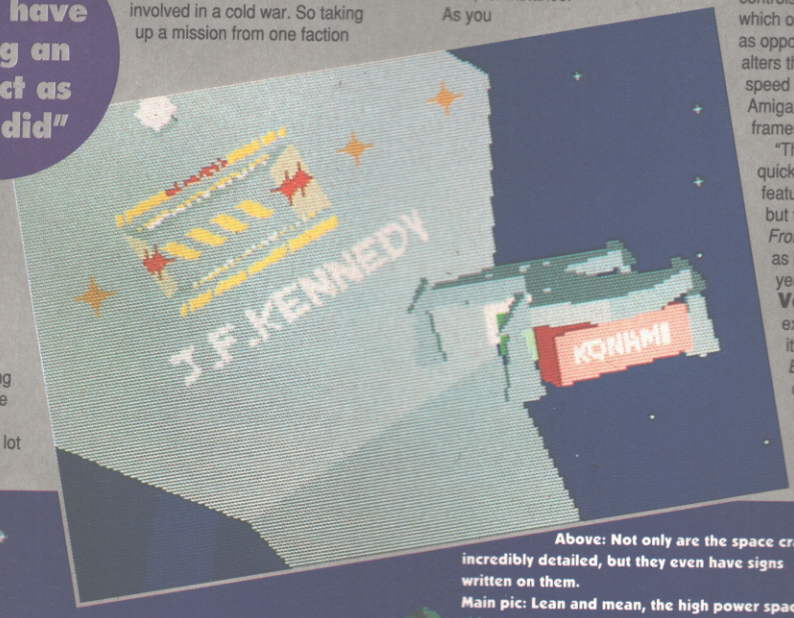
The 3D looks pretty impressive – but how fast is it?

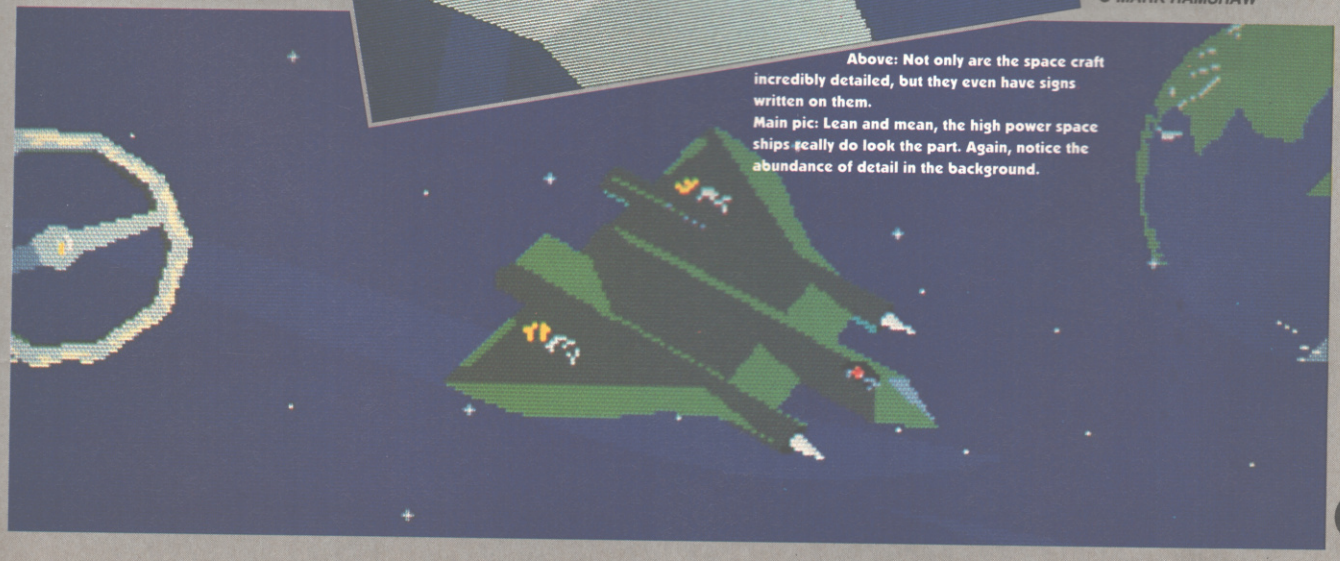
"It's designed to work on a standard Amiga, but will take advantage of any extra hardware that's there. The user controls the level of detail (the distance at which objects get more visually complex as opposed to the absolute detail), which alters the frame rate (not the actual speed of the game). On a standard Amiga, the average update is around 10 frames per second.

"The fact that it's not a 'knock it up quick' should be evident. Sure, the features of original game are in there, but they're just a minuscule part of *Frontier*. I certainly hope it will have as big an impact as *Elite* did all those years ago."

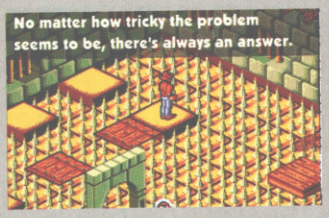
Verdict So Far: Big things are expected from *Frontier*. Although it's unlikely to cause as big a stir as *Elite* did, *Frontier* could still turn out to be the game of '93. There are certainly enough people waiting with proverbially bated breath.

● *MARK RAMSHAW*





Above: Not only are the space craft incredibly detailed, but they even have signs written on them.
Main pic: Lean and mean, the high power space ships really do look the part. Again, notice the abundance of detail in the background.



No matter how tricky the problem seems to be, there's always an answer.

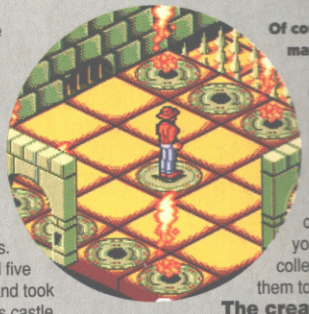
If you've ever played *Knight lore, Head Over Heels* or *Alien 8* then you'll feel right at home at once.

Game: Universal Monsters
Publisher: Ocean
Authors: Simon Butler (design and graphics), Martin McDonald (graphics), Mike Halsall (programming) and Jack Wikely (animation assistance).
ETA: Christmas

UNIVERSAL MONSTERS

Briefly: You've heard of Van Helsing, haven't you? He's the guy who spiked more than Dracula's drinks in the classic horror story, as well as all those naff vampire films. He also defeated five other monsters and took their bodies to his castle where they're held in stasis by something called the Bloodstar. However a ritual must be performed each year to keep the power of the Bloodstar up and going.

Van Helsing has popped his clogs and it has fallen to his grandson, Alex, to perform the ritual. On arrival at the house Alex meets Dracula, Frankenstein, Bride of Frankenstein, Wolfman, The Mummy and the Creature from the Black Lagoon. They have broken free and shattered the Bloodstar into six pieces. I can see the light dawning in your eyes now. You have to collect all six pieces to return them to stasis.



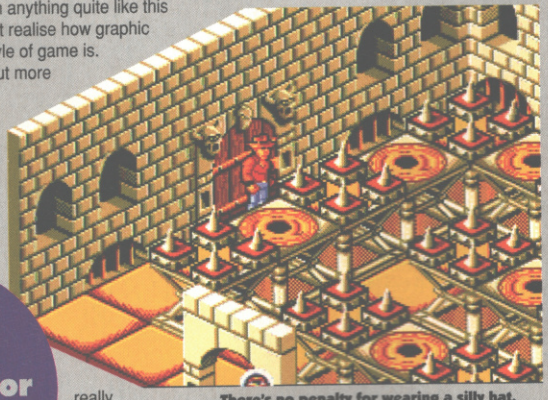
Of course, it's sure to be a mapper's paradise.

The creators speak: Simon Butler, designer and graphic artist has this to say: "12 months ago we had the idea to do a purely original cartoony game in the style of *Head Over Heels* and *Knight Lore*. The original game had a supernatural feel to it with well-known monsters in it, and then the license came along and it suited the game perfectly. I'm a big fan of this style of game and wanted this to look like *Head* and *Knight Lore* but be better. *Cadaver* came close but didn't quite make it."

So, did you come across any problems when you were making the game?

"Yes. I've never worked on anything quite like this before and didn't realise how graphic intensive this style of game is. We wanted to put more variety into the backgrounds but there was no way we could do it. This forced 3D perspective really eats up the background blocks but we did the best job we could, and it looks really good. The animation of the main characters was a total nightmare as well. It had to be a good representation of the movie characters and it took a lot of work to get it right. In the end Jack Wikely had to come in to help out, but I'm really pleased with the result."

"There's a real fondness for this style of game"



There's no penalty for wearing a silly hat.

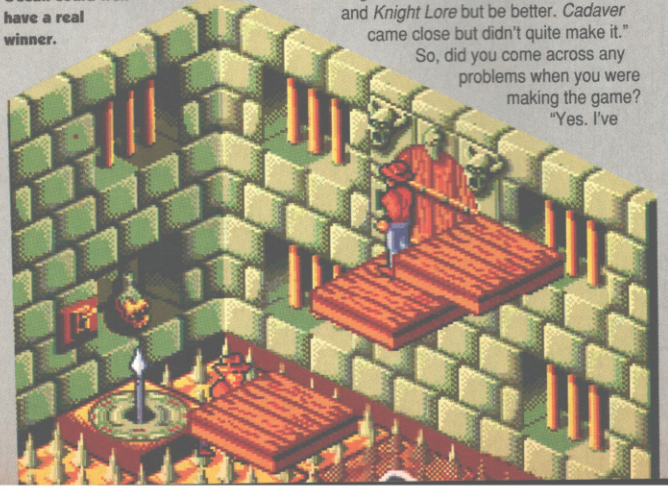
Look out behind you, Alex, there's a mad knight after you!

So what about the gameplay? "The puzzles aren't as devious as *Head Over Heels*. They'll have you pulling your hair out but you'll suss them out in the end.

"I believe there is a real fondness for this style of game out there. Most of the programmers here have Spectrum emulators running on their PCs and the old Speccy games are very popular here. This is a very popular genre. Programmers move away from it but they will always come back. You get two or three platform games released every week but only a few of these forced 3D every year, but they're always better. I think people will go for it."

Verdict so Far: The 3D perspective seems to work really well. The finishing touches are being put to the game as we speak but there's stacks to do and some of the puzzles are tough. It probably won't be a candidate for the Christmas number one but it's likely to fare well, nonetheless.

● *LES ELLIS*



This isometric 3D stuff is still great fun. Ocean could well have a real winner.

ICE

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Level 3 has a hidden staircase

Enter second building with ladder-go to bottom-stairs are behind crate

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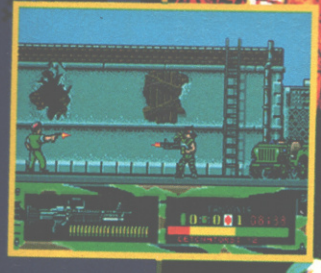

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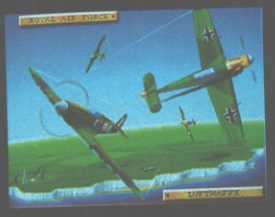

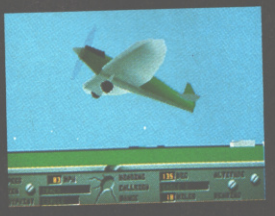

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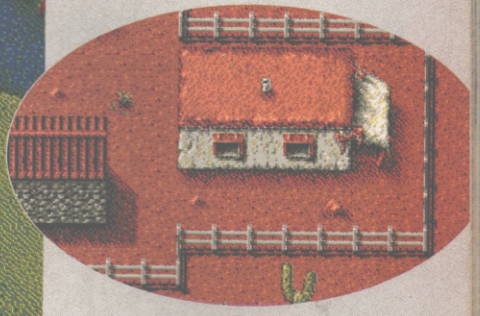
CANNON FODDER

Game: Cannon Fodder
Publisher: Virgin
Authors: Jools, Stoo Cambridge
ETA: Spring '93

Briefly: Mouse control, icons, and a series of scrolling warzones are the less-than-obvious ingredients for Sensible's latest. Once again employing those distinctive little sprites (previously seen in *Sensible Soccer* and *Mega lo Mania*), *Cannon Fodder* can best be described as a mouse-driven wargame shoot-'em-up. Simple, huh?

They walk, they shoot, they even swim. Unfortunately, they can't do the last two at the same time. If the troops go into the water they really do become sitting ducks.

Below: Some areas of the scenery are inaccessible. Attacking anybody or thing in the area is easy – just lob a grenade.



The creators speak: "I guess it follows on in some way from *Mega lo Mania*," says Sensible co-director Jon Hare, "except this time the player actually gets to control those little guys. There're still icons and mouse control, but it's much more direct."

The idea of producing a wargame-based product is certainly a brave one, though the shoot-'em-up aspect is very strong.

"Yeah, although we are planning on adding more strategy elements."

The look and feel is almost of some kind of *Gauntlet/Total Carnage* inspired thing.

"I know exactly what you mean. When I saw The *Chaos Engine* I actually noticed a few little similarities here and there, though in play the two games are, of course, entirely different."

Okay then, so how does it all work exactly?

Far-from home Geordie and *Cannon Fodder* programmer, Jools, explains: "For each mission the player is given a number of soldiers to command. These troops will probably be carried over into subsequent missions, so heavy losses in one round will make the next one harder – a little like *Mega lo Mania*'s battles. The player actually guides the leader of a team, with the other troops following behind, shooting when their leader shoots, that kind of thing."

"A mouse driven wargame shoot-'em-up"

Do the soldiers actually have any special abilities?

"Definitely. The first important thing, which will become critical as the missions get harder, is the ability to split the team into smaller groups. It'll then be possible to leave one set of soldiers as a lookout or send them off to do something. They can be given various orders to shoot on sight, in which case they'll even shoot other friendly troops who get in their line of fire, or shoot on identification, ie they only shoot when shot at."

At the moment it's possible to order the troops to fire – using a mouse-controlled cross hair (independent of troop movement), or lob grenades. Will there be any other forms of attack or defence?

"Yeah, we'll have tanks, helicopters, and other vehicles for them to use. Plus, they'll also be able to dig in, construct pill-boxes and use towed guns. Of course, not all of this hardware will be available for every mission. As things progress, though, the missions will obviously get harder and more hardware will become available."

What form will these missions actually take?

Jools again: "Some will involve rescuing hostages, clearing out the area, recovering bits and pieces. Some missions will give the player the opportunity to commandeer a helicopter, for example, enabling further exploration of the area. At the moment we're just working on ideas for all the missions, adding graphics and touches here and there, and implementing the extra hardware for the troops. We'll probably wait until all the missions are in there before we actually put them into any kind of order."

Verdict so far: Weird and wonderful, *Cannon Fodder* follows in the quirky tradition of *Mega lo Mania* – fusing genres and producing something damn playable at the same time. But can it be a mainstream success? Let's hope so.

● *MARK RAMSHAW*

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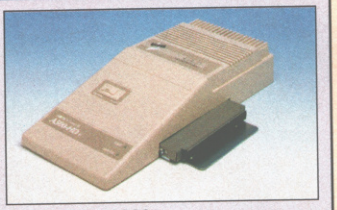

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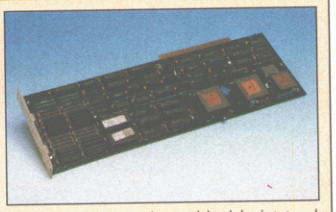

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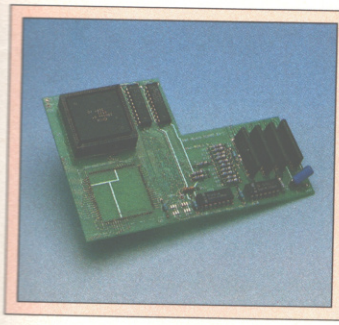

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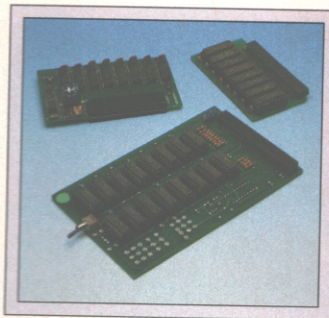

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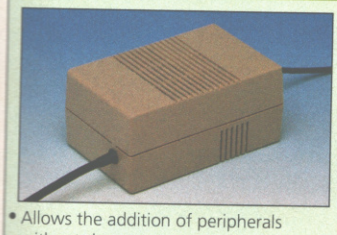

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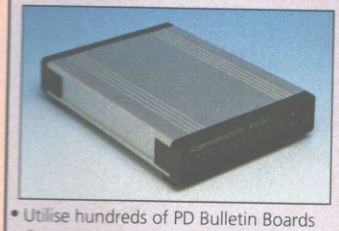

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JUST WHO DO WE THINK WE ARE?

MARK RAMSHAW

Stung by reader criticism, Mark's been on a diet. Out go big hot dogs, 16-ounce steaks and fried eggs with ketchup, and in comes all sorts of crunchy green stuff that tastes like grass. Frankly, we give it a fortnight, tops.

This month, Mark thinks he is: 'Clint Eastwood's rendition of The Man With No Name. But I haven't got the horse.'

RICHARD LONGHURST

Unusually, Rich hasn't produced any babies this month. 'Someone cut down the gooseberry bush outside our house,' he complained tearfully. We didn't have the heart to explain to him that was actually all down to the stork. (Everybody knows that.)

This month, Rich thinks he is: 'Mata Hari, the legendary WWI spy and self-confessed woman.'

STUART CAMPBELL

After flouncing off to Scotland again, AP's own Esther Rantzen returned to find his two baby pet rats, Angelheart and Sweetheart, grown to epic proportions. Now he's scared to go in the same room as them. The clot.

This month, Stuart thinks he is: 'Doctor Doolittle, 'cos he could talk to the animals and he had a Pixies album named after him.'

ADAM PETERS

Adam's been planning for the future. 'I'm going to go on a march in support of the miners and try to start some violence.' Oh dear. Er, don't try this one at home, kids. The opinions of contributors do not necessarily reflect etc etc.

This month, Adam thinks he is: 'God. It'd be great to be able to be a fly on anybody's wall in the world. Especially Madonna.'

TIM NORRIS

The only member of the team unable to resist buying Madonna's 'Sex' book so far. He says that it's lifting the book's heavy aluminium covers up to dust the coffee table that's made him so tired, but we're not so sure...

This month, Tim thinks he is: 'Louis Pasteur, the famous French painter'. That's a 50 quid bet down the drain, then.

JONATHAN DAVIES

JD has been besieged by curious onlookers anxious to see him playing with the SNES's bazooka-like light-gun device. Apparently it's 'man and machine in perfect harmony', something like a cross between Arthur Dent and RoboCop.

This month, Jonathan thinks he is: 'I always imagine myself as a cross between Arthur Dent and RoboCop, actually.' Spook!

GARY PENN

The strangest thing about Gary is that every month we make up some lies about him, then the next month Gary actually ends up doing what we said! This month, Gary's been appearing nude on national television handcuffed to Mother Theresa and a member of The Village People dressed as a donkey.

This month, Gary thinks he is: 'That's strictly between me and Cynthia Payne, pal.'

LES ELLIS

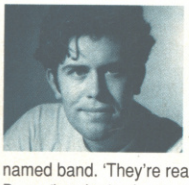
It's time to say farewell to yet another member of staff. Les is off to our new Games Master magazine. We wish him well, and we're really going to miss his red hair extensions and Richie Sambora CDs. Yeah, right. Close the door behind you, Les.

This month, Les thinks he is: 'ALF, the Alien Life Form, because we're both cute and everybody loves us'.

JACQUIE SPANTON

Jacquie was a bit bored this month, so she bought a miniature croquet set. Unfortunately, she lost the plot a bit and stuck the thing to the wall beside her desk, which makes it, like, really difficult to play croquet with. The clot.

This month, Jacquie thinks she is: 'A cross between Kate Bush, Madonna and the Bionic Woman.' What, a naked cyborg who can't sing?



DAVE GOLDER

Dave's moved his drum kit out of Stuart's basement, and taken to five-hour jamming sessions with an embryonic, as yet un-named band. 'They're really untalented,' quoth Dave, 'but that's okay 'cos I'm rubbish too.' Reports of an imminent five-album deal with Pete Waterman are almost certainly completely true.

This month, Dave thinks he is: Gary Penn, oddly.

LISA NICHOLLS

Back. Back! BACK! By popular demand, the mums' and dads' favourite crayon girl returns to AMIGA POWER to shine her artistic light on our beautiful pages. Lisa would also like to say that she doesn't 'smell anything like any part or product of rats, okay?' Okay, Lisa.

This month, Lisa thinks she is: 'Mia Farrow, because I really hate Woody Allen'.

RONNIE RANDALL

We're all getting so sick around here of the way Ronnie gets to swan about with pop stars having fun all the time while the rest of us are stuck in a dingy little office working our fingers to the bone, that we're not going to talk about him at all. Except behind his back, obviously.

This month, Ronnie thinks he is: Some kind of top-class bloody rock'n'roll writer or something.

GAMES

We had a surprisingly large entry to our 'fill in the missing jokes to the punchlines' compo on this page a couple of months ago but, sad to relate, most of the entries were utterly useless, being merely preceding sentences to our punchlines rather than actual jokes. Martin Mathers got quite a few right, but we lost his address, sorry. Mike Faraday of Fleet got several, also correctly spotting that Jonathan's wasn't very good. Mattie Whittle of Dunmore East's jokes were uniformly terrible, but he wins a prize anyway for his holiday snaps, and Howard Joseph of Leybourne wins a visit from the Serious Crime Squad for his disgraceful tale of 'Dilly Clucker, the randiest hen in the hen house'. The £150 software prize, though, goes to Ian Barnes of Southport, for a set of gags which were totally wrong, totally unfit to print, but very funny anyway. Well done, Ian.

***Road Rash* finally arrives on the Amiga.**

***Campaign* – a new look for wargames.**

THE AMIGA POWER SCORING SYSTEM (AND HOW IT WORKS): AN EASY-TO-USE BEGINNERS GUIDE

The AMIGA POWER reviewing philosophy is an absolute doddle to understand. No, really, it's simple. But if you're reading this at all you must want to know at least a little bit more, so here, in all its glory, is The Way We Do Things At AMIGA POWER....

1) We're all aware of how much software costs, which is why we believe a game has to be *really* good to be worth buying – *or* worth giving a good mark. Happily, there's more than enough top-notch stuff around if you only look – we mark as hard as we do to prevent you from wasting time (or money!) on the bad ones. You'll thank us for it in the end...

2) We believe rating systems should be simple and easy to understand. That's why we just give one mark out of 100, a few summing up sentences, and that's it. What more is there?

3) A third point? Good point.

Game: Road Rash
Publisher: Electronic Arts
Authors: Pete Hickinson (coding), Mark Edwards (art), Jason Whitely (sound)
Price: £25.99
Release: End November

ROAD RASH

See what we mean about not looking like you're touching the road? *(It's in the middle of a jump, you clot. – Ed)*

It's a horrible job sometimes, this. Not always, though. Sometimes it's great. When a game comes out of nowhere that's unexpectedly brilliant and you just have to tell everyone about (like *Pinball Dreams*), or when something that you've been waiting on for ages lives up to all the hype (like *Sensible Soccer*), or when you get to come down with the full force of righteous indignation on some piece of drivel and save people from wasting huge sums of money on it (like – well, you know the names). But other times you have to be the party pooper, the boy who pointed out that the Emperor was a clothes-free zone, the rotten apple in the barrel who spoils it for everyone else. *(That's quite enough trite clichés for now. – Ed)* Unfortunately, that's the way it's going to be here.

"Road Rash isn't a bad game"

Mega drive owners have been bleating

Now, if you're all set for a hatchet job to follow that, think again. *Road Rash* isn't a bad game. It's just that it's not really anything special, either. Mega Drive owners would have you believe that this is an absolute classic (indeed, our fab sister magazine Mega just voted it the eighth-best Mega Drive game of all-time, which it almost certainly is), but the fact of the matter is that it's... well, sort of all right. But hang on *(Ho ho. – Ed)* a minute, if I do the conclusion now I'm going to be really pushed to fill out the rest of the review, so let's start at the beginning...

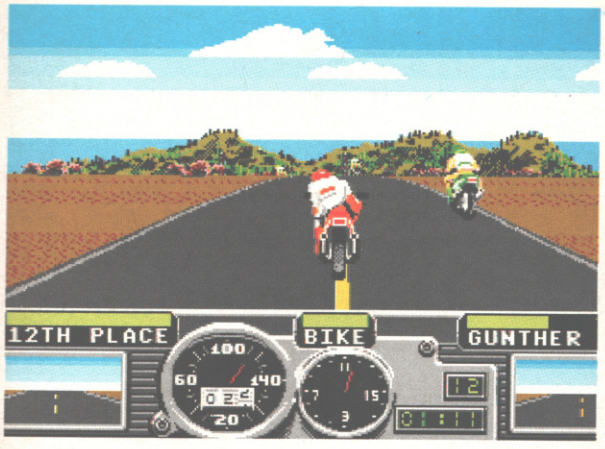
The manual gives you instruction on which of the buttons on your joystick is 'fire'...

ALL AROUND THE WORLD I'VE BEEN LOOKING FOR YOU – HANG ON DIDN'T WE DO THAT ONE LAST MONTH?

Now you might think that all the tracks in *Road Rash* look like they're exactly the same with some slightly different colouring, but that's not true. Well, alright, it's partly true. Okay, it's true. But that doesn't mean that there aren't lots of interesting and sociologically rewarding things to see on each one, oh no. Come for a ride with us and we'll show you...

The Redwood Forest stage contains unbelievably interesting stuff like, um trees, and, er, strange poles with diagonal black and yellow stripes on them.

The Sierra Nevada, however, contains lines of little bush things so breathtakingly symmetrical in formation that you'll probably fall off your bike in sheer wonderment.



Far left: Your rider sets himself up to take a kick at the poor unsuspecting Gunther.

Left: Later, and Gunther's wised up – he's got police protection, in the shape of O'Rourke. You'd be well advised not to mess with either of them right now.

on about this game for ages.

Now it's finally made it to the Amiga, we wonder: was it worth the wait?

Illegal cross-country road racing. Beat up the (14) other racers for kicks (and to improve your chances). Win money, buy bigger bikes. Five tracks, qualify (finish fourth or better) on all of 'em and you move up a level (there are five). Higher levels have same tracks, but longer. Qualify at top level and you win. End of plot.

RUN AWAY!

So how come Mega Drive owners treat this game like some kind of Holy Grail, then? Could it be that they just don't have anything better on two wheels to get excited about? Well, no, because the MD boasts a version of *Super Hang-On* that's even better than the brilliant Amiga one, so that's that idea out. Maybe it's the pure breathtaking adrenalin rush you get from the game's blinding speed? Uh-uh. Flat out you still never feel you're on anything other than a pleasant cruise through the countryside on a little 125cc tootle-around, and even when you get to the higher levels and buy the supposedly monster machines, nerve-shredding high-velocity thrills are conspicuous by their absence. Could stunning graphics be the big hook, then? Nah. The sprites are fine, but the animation's less than amazing, roadside scenery is minimal and unimpressive, and the bike doesn't actually look like it's connecting with the road. Sound, perhaps? I think not – the bike's engine makes a horribly annoying whiney racket, and while the music's pretty groovy (this is still the Mega Drive version we're talking about, by the way) it's no substitute for a good throaty throttle throb. So, um, what's left? Oh yeah. How could I have forgotten? You get to punch people in the face. Mega Drive owners, eh?

"The Mega Drive version has been accurately transferred"

The first thing to notice about Amiga *Road Rash* is that – hurrah! – all the top face-punching antics of the Mega Drive version have been transferred with striking accuracy to the big white doorstop, so the main ingredient for a top-quality conversion is present and correct. Indeed, everything else about the MD game has also been transferred with striking accuracy (apart from the really shabby screen border effect, where the horizon completely fails to keep time with the horizon on the actual screen, but you don't really notice it during play) – you'd be hard pushed to spot any differences between the two games at all visually.

Unfortunately, the Amiga soundtrack isn't anywhere near the standard of the MD version, consisting of some pretty lumpy tunes played slightly off-key or the same nasty tinny engine whine that really starts to make your ears hurt after, ooh, five seconds or so. And of course, you get one unwelcome addition to the original formula – every time you race on a new track you get to hang around for a bit while the disk drive chugs and whirrs away and loads the next section for you. (Still, at least a little chap on a bike does zip across the bottom of the screen with a sign saying 'Busy' while it happens, which is nice to see. Well, it beats a black screen with 'Loading Now' on it, anyway.)

Speaking of drawbacks, being converted perfectly means that the skiddy and unrealistic control of the Mega Drive

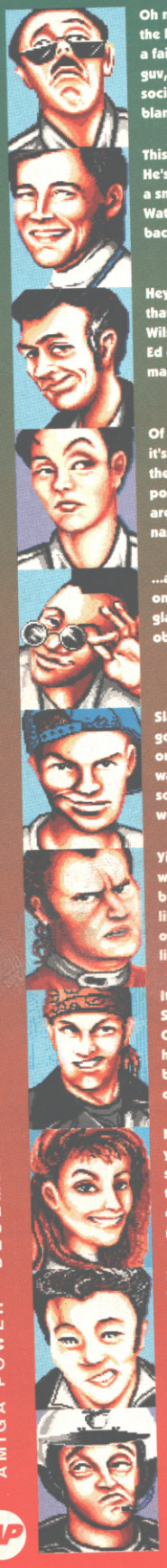
Hey, aren't we good to you? Not only a pretty screenshot, but a handy password to give you a bit of a head start as well.

Grass Valley is a green and pleasant land, much improved by being littered with motorcycle wreckage and dead and bloodied bodies. Oh yes.

Palm Desert is, well, dull, quite frankly. I suppose it's alright if you're into sand. And, like, nothing else at all.

The Pacific Coast is a dreamy, sunny beach zone, prone to beautiful sunsets that are so relaxing you may well go to sleep in the middle of the road.

I'VE SEEN YOUR FACE BEFORE, MY FRIEND.



Oh no! It's the law! It's a fair cop, guv, but society's to blame...

This is Biff. He's a bit of a smoothie. Watch your back.

Hey, isn't that David Wilson, ex-Ed of Zero magazine?

Of course, it's always the women police that are the really nasty ones...

...and the ones with glasses too, obviously

Slater – he's got his hat on the wrong way round, so I wouldn't worry .

Yikes! Dunno who this is, but I don't like the look of 'em one little bit.

It's Little Steven! Quick, let's have a benefit concert!

Natasha – if you want a snog , try not to punch her during the race.

Someone who went to sleep with his face against the radiator.

Officer O'Leary practices his Elvis Presley sneer. Good, isn't it?

Poor old Rude Boy always gets landed beside you on the starting grid, and hence always gets the first smack in the chops. What a life.

Top freeze-frame action as a well-aimed smack sends Grub reeling across the road.

game can now plague Amiga users too. Oh yeah, and one other thing doesn't seem quite right – on the Mega Drive you could get some really spectacular crashes, with your man flying over the bike handlebars and skidding for miles along the ground before having to run back for miles to get on his mount again, but on the Amiga, even a full-tilt head-on collision with a hefty car travelling in the opposite direction only results in a sudden stop and a little dive which just doesn't have the same dramatic effect. Call me picky if you will. *(You're picky if you will. – Ed)*

It's funny, because I really liked playing this on the Mega Drive and there aren't any real differences between the two versions, but somehow on the Amiga it just looks a bit sad and dull when you've gotten used to *Crazy Cars 3*. I think it's possibly that you tend not to expect any depth from console games, so something like this doesn't feel at all out of place – with an Amiga in front of you, you find yourself thinking 'Is that it?' The racing itself isn't all that thrilling, certainly not in the same league as *CC3* or even *Super Hang-On* (now a £7.99 budget game, of course), and combined with the extreme repetitiveness (the differences between the tracks are purely cosmetic, and even cosmetically they're very minimal) you'll probably find yourself a little bored in pretty short order. It does get more challenging as you move up the rankings, but the ever-increasing length of the courses as you do so matches the increased difficulty with an element of, frankly, outright tedium. By the time you've beaten the highest level (which won't take very long), you'll never want to play the game again.

"You find yourself thinking, 'is that it?'"

So, an unmitigated disaster, then? Well, no. As I said right back at the beginning of the review, *Road Rash* is kind of all right. It's good, honest, simple fun to play, and the novelty of being able to deal out a hefty clout to your opponents as you pass them takes quite a while to wear off (especially if you've managed to get hold of a club), but when you get right down to the brass tacks of the matter, this is just an average race game with one good idea. It pains me to be so down on what's essentially a nice game, but if you haven't already got *Crazy Cars 3* and *Super Hang-On*, you shouldn't even think about *Road Rash*, and if you DO already have those, you probably won't want it. Still, it's one more good reason not to have to buy a Mega Drive...

● *STUART CAMPBELL*

All rivalries forgotten, the old chums toasted marshmallows by the camp fire.

Tragedy struck when our hero forgot he was riding a motorbike and took his hands off the handlebars.

UPPERS It's exactly like the Mega Drive version, so if you've played that on your mate's Sega and you want it yourself, now you can go out and get it (and for £10 less, to boot). Pleasant to play in an undemanding, mellow kind of way.

DOWNERS Well, it's not *Crazy Cars 3*, is it? Being converted perfectly from the Mega Drive means that all the flaws of that version are still present. The music's crap, you don't get any sensation of speed, the control feels very unrealistic and there's absolutely no depth to the game whatsoever. And some of the disk accessing pauses are a bit on the lengthy side.

THE BOTTOM LINE

It's a nice little game, but let's be honest, it's a bit of a two-day wonder. After the first level, when you realise that you've got to do the whole thing all over again another four times but for longer and longer, you'll get pretty swiftly bored.

70 PERCENT

ICE

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PINBALL FANTASIES

Every once in a while a game arrives in the AP office which brings our mighty labours to a standstill.

Game: Pinball Fantasies
Publisher: 21st Century Entertainment
Authors: Digital Illusions
Price: £29.99
Release: Out now

I think we all pretty much know the score with *Pinball Dreams* by now, don't we? (If you don't, pop over to the Readers' All-Time Top 100 on page 79). It came from nowhere, but almost instantly became one of the most popular Amiga games of the year, as flipper-fun-starved silver ball fanatics lapped up its fast, smooth, and above all realistic arcade pintable feel (almost all the previous attempts at Amiga pinball had lacked either realistic table structures or lifelike ball movement, or even both). This sequel, then, had been eagerly awaited since it was announced, which can be a little dangerous – the element of surprise that served *Pinball Dreams* so well had disappeared, and authors Digital Illusions found themselves having to match up to some pretty hefty expectations. How did they cope? Read on and find out...

"Party Land: a table of totally top terrificness"

HOW THEY COPED

Well, they basically wrote *Pinball Dreams* all over again. *Pinball Fantasies*' biggest flaw – and its biggest strength – is that it disrupts very little of the winning formula of the earlier game. It's a bit faster-moving (the tables seem to be tilted more steeply), the flippers (of which you get more – three of the four tables now have three flippers each) are at deeper, more realistic angles than before, and there are a few slightly more complex features (split rail channels, kickbacks, score-locked barriers and a few more), but the game engine itself feels almost

PARTY LAND

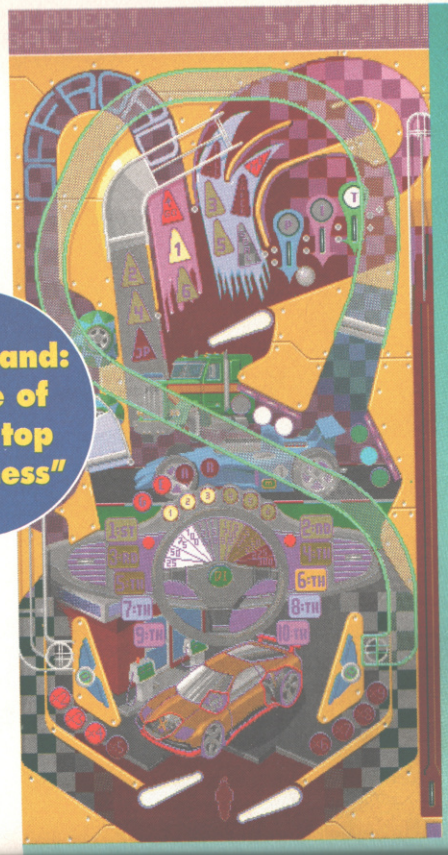
A gorgeous table, similar in feel to the corking arcade machine Hurricane, in which you seemingly have to eat lots of fairground-type junk food and then go on lots of stomach-churning rides until you, er, throw it all up again (by lighting the P–U–K–E lights, of course). Loads of stuff to do, skill shots at the start, hidden and secret features a-go-go and some excellent bonus rounds to go for. A table of totally top terrificness, and one which certainly wouldn't look out of place in any arcade.

Individual Pinball Game Rating: ★★★★★

SPEED DEVILS

A bit odd, this one. The bottom half of the table is almost completely empty, and the top half is taken up by a rather slow-moving and none too feature-packed section which seems to consist mainly of an uneventful loop to nowhere very interesting. There's actually plenty to do on the table, but none of it is very instinctive or entertaining, and moments when you're actually in danger of losing the ball between your flippers are few and far between, meaning this is pretty low on thrills.

Individual Pinball Game Rating: ★★



BILLION DOLLAR

STONES 'N'

the flippers (of which you get more – three of the four tables now have three flippers each) are at deeper, more realistic angles than before, and there are a few slightly more complex features (split rail channels, kickbacks, score-locked barriers and a few more), but the game engine itself feels almost identical (still no multiball, for example). With that in mind, then, let's forget about the game engine. In the four boxes around these pages, you'll find a little mini-review of each of the game's tables as a pinball game in its own right. Go and read those, then come back and join me for the last paragraph. Well, go on, then...

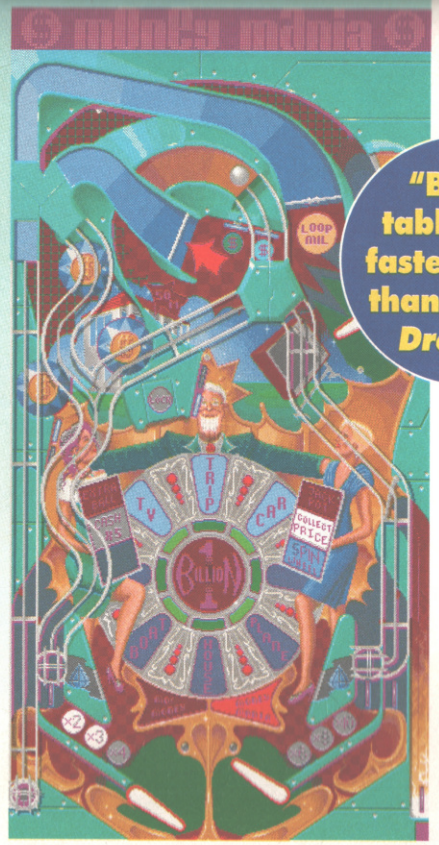
"Busier tables and faster action than *Pinball Dreams*"

THE LAST PARAGRAPH

So there you have it. One brilliant table, two good ones, and one slightly ropey one. Whichever way you look at it, that's four pinball machines in your home for £30, and – whoa! THIRTY quid? Surely with half the game already written, there's no feasible excuse for this being priced at a fiver above the tag on *Dreams*? They certainly didn't spend a load of extra cash on the sound – several little jingles and snippets on the Stones 'N' Bones table, for example, have been lifted straight from the Nightmare table in *Pinball Dreams*, and the effects on all the tables are the same as in the previous game. This is my biggest (and it's not really very big) gripe with *Pinball Fantasies* – the sound effects are pretty tinny and weedy, and don't really convey the physical thump and clatter of the real thing very well at all. But I guess you can't have it all. This is still a brilliant game, so save yourself up 30 quid, grimace a bit as you hand it over to the shopkeeper and grumble a bit about market forces and profit margins, but buy *Pinball Fantasies* anyway.

● *STUART CAMPBELL*

BILLION DOLLAR GAME SHOW



This is the fastest table in the game – the ball gets up to some fairly breathtaking speeds here, and you'll frequently find yourself staring gaping-mouthed at the screen going 'whuuh?' as the ball rockets round a whiplash passageway and rockets past your flippers before you've even seen it. Lots of clever shots to play for, and the ball never travels very far without doing something interesting (exactly the opposite of Speed Devils, where even when there is something interesting happen, it doesn't look like it). Good fun.

Individual Pinball Game Rating: ★★★★

STONES 'N' BONES

The spooky horror table of the set, with ghouls and ghosts and bats and creepy noises aplenty. There aren't actually all that many targets to hit here, but it's the most zippily-designed table, so you don't get much time to catch breath and find fault. It contains one of the most innovative features in the game (a barrier to the big-point-scoring Tower area which drops down when you light three targets, allowing access for a while), but nothing else really remarkable. A good, solid table that's well worth a few plays.

Individual Pinball Game Rating: ★★★★

TELL US ABOUT YOUR FANTASIES...

That was the rather impertinent question we asked Fredrik Liliegren, the Project Manager at Digital Illusions. Unfortunately we can't print the answer, so here instead are the answers to some other questions we asked him about DI's new pinball game.

AP: A couple of the tables in *Pinball Dreams* were clearly, er, heavily inspired by some real coin-op tables. Did you borrow from the arcades again for *Pinball Fantasies*?
FL: Ah, no. Before we were young and innocent, but the tables in *Fantasies* are entirely of our own design. I mean, we play a lot of pinball and obviously the odd bit rubs off here and there, but we haven't consciously stolen anything this time around.

AP: Sort of on the same topic, did you ever consider actually getting a licence for an official conversion of an arcade table? It's worked very well for the NES with the old Williams games *Pinbot* and *High Speed*.
FL: Funnily enough, we had talks with Mirrorsoft some time ago about doing something with some Williams licences, but when they went bust that whole thing fell through. It might still happen at one point, but it's entirely up to 21st Century.

AP: Why does the game take up three disks this time? It doesn't, at first glance, appear to be noticeably bigger or significantly more complicated.
FL: Well, the tables ARE actually longer this time. We've got the same amount of music and so on that we had before, but we've also got all the new animations and stuff on the dot matrix backdrop to cope with. We could have fitted three tables on to one disk, but there didn't seem a lot of point.

AP: The weakest point of the game is probably the sound (specifically the effects, rather than the music and jingles and so on). Why didn't you use a few samples from the real thing?
FL: It was a simple case of memory – the sound takes up 200K of the game, which left us with a choice between having samples or using the space for jingles, which take up less room. Things should change in the CDTV version, which we're working on at the moment, although we don't know when it'll be out or exactly what 21st Century are going to get us to put on it yet.

AP: Are there going to be more data disks?
FL: It depends on sales, but probably. The system is built to take course disks, and 21st Century are looking at the possibility of some kind of voucher system where you'll send the voucher back with a few pounds to get the data disk – that way pirates won't be able to get the extra tables, but nothing's definite yet.

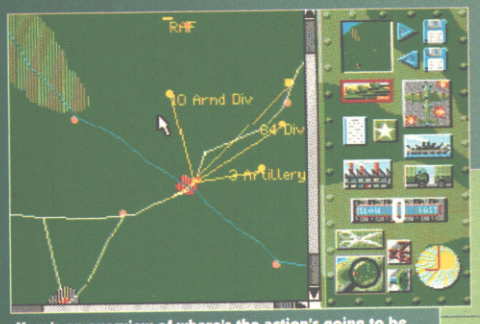
UPPERS Busier tables and faster action than *Pinball Dreams*, but the same essential excellentness underneath.

DOWNERS There's really very little new on display, at a time when arcade pinballs are loaded with features which would be very easy to replicate on computer. The sound isn't up to much, and the faffing around with disks is a bit of a pain. There's very little excuse that I can see for the inflated price tag, either.

THE BOTTOM LINE

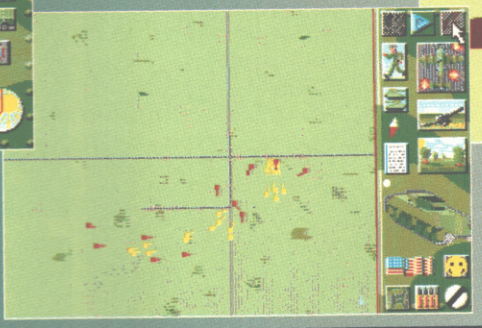
Very very excellent pinballing fun, let down a little by a couple of niggly flaws (see above) which stop it hitting the 90s, but don't spoil it to any significant extent, leaving this as one of the most entertaining games you'll buy all year.

89 PERCENT



Here's an overview of where's the action's going to be taking place. We've got three groups of tanks – two American and one British – and an airfield with some planes on. We've got to get across that river, get through the small village (where there are likely to be some Germans waiting) and then attack the German-occupied town further to the south.

We've arrived at the village and engaged a Panzer division. Having been given the option of an automatic battle – where the outcome is decided on the relative strength of each side – and a manual one, we've gone for manual. Our tanks (the yellow ones) start driving round the screen, looking for Germans (who are red).



Things aren't going too well, so we've taken direct control of one of our tanks. It's moved around by controlling each track separately, which might take a bit of getting used to, and the turret can be swivelled round and moved up and down. Aiming is largely down to guesswork – and lots of practice – and is especially tricky on the move.

THAT THREE TIER STRUCTURE IN FULL

Game: Campaign
Publisher: Empire
Author: Jonathan Griffiths
Price: £34.99
Release: Out now

"It has all but abandoned the wargame structure"

When the Germans invaded Poland on 1st September 1939, a new chapter in the history of warfare was opened. The outmoded concept of trench-digging, which had led to virtually a four-year stalemate in World War I, was swept aside as Poland was crushed by Blitzkrieg: lightning war. Dive bomber strikes were followed by tanks, which mopped up any remaining resistance, and while Britain and France honoured their treaty with Poland by declaring war on Germany, they were incapable of assisting their ally in the face of such a rapid invasion. France was to fall in a similar fashion the following May, its heavily-defended border with Germany simply being bypassed as the aggressors poured in through Belgium.

(They want a two-page wargame review? Then they've got one. Heh heh heh. – The Real Jonathan)

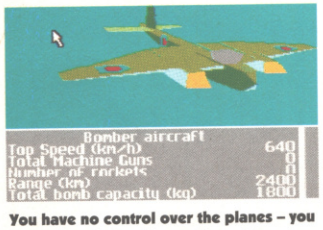
Empire's *Campaign* allows the player to recreate any land battle of the Second World War, from brief skirmishes to the D-Day landings. Over 100 types of tank, truck and artillery are represented, with support, to a limited extent, by air and naval power.

Sadly, while the specifications appear to be exemplary, *Campaign* has all but abandoned the traditional wargame structure. The concept of the 'phase' has been replaced by a real-time environment (although a 'pause' facility is available to provide extra manoeuvring time). Our beloved hex is no more, either, replaced by a clean map populated by roads, rivers, hills, towns, factories and airfields. Most distressing of all, however, is the removal of the player's autonomy. Units now act under their own initiative in the absence of orders from the player, right down to individual tanks on the battlefield.

(Actually, this was fine by me. It's the direction wargames have been heading for a while, now – with the exception of one or two of the really *awful ones – and makes the whole business a lot more realistic and exciting. Anyway... –*

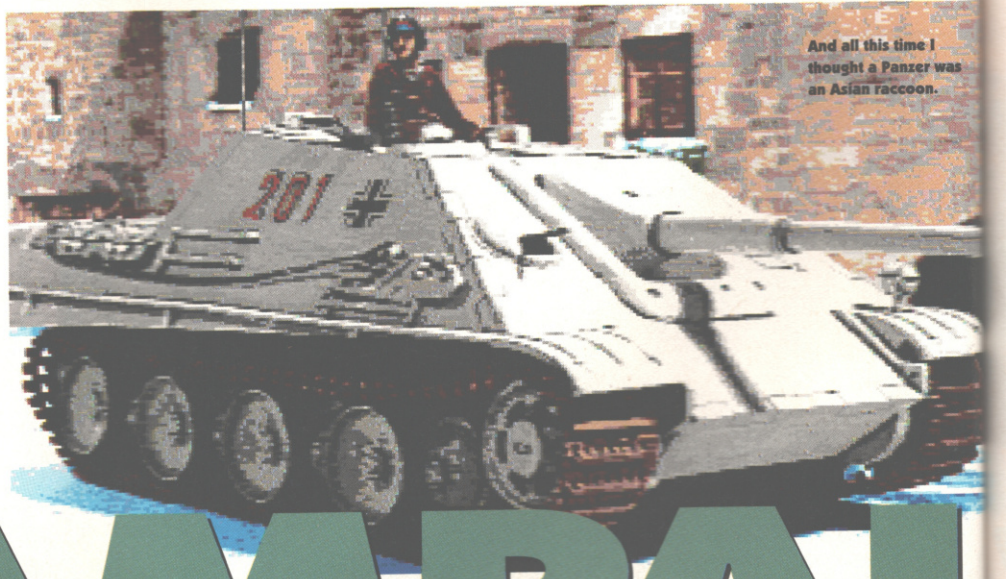
The Real Jonathan)

them. Empire unleash a wargame you can actually play. Eek.



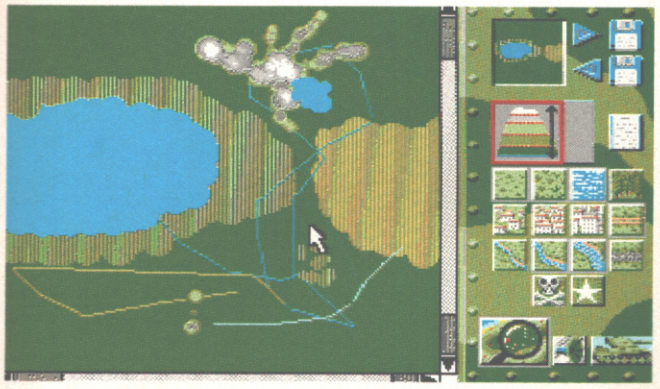
You have no control over the planes – you can only call them in your hour of need.

This could be the end of wargames as we know



And all this time I thought a Panzer was an Asian raccoon.

CAMPAI



A wargame wouldn't be complete without an editor. *Campaign*'s lets you alter all the terrain while positioning towns, airfields, tank divisions and everything else.

The game is organised in a three tier structure. At the top level, units are moved around on the map in large groups, and overall strategies are planned. Air strikes can also be launched at this level, and visible targets can be shelled. Once two units of opposing sides come into proximity, a battle commences and the game moves down to the next level. Here, individual tanks move around the screen using the bizarre concept of 'animation', and the conflict proceeds until one side is destroyed or retreats.

During the battle, however, and this is the really galling part, the player may at any time take control of an individual tank and play out the battle using what is apparently termed '3D graphics'. Now, this sort of thing really has no place in a contemporary strategy game. Not only does it trivialise the whole concept of the wargame, but it also distracts from and corrupts the strategy developed at the higher...

(Look, actually all this is absolutely brilliant. The strategy side of things can be taken care of in a matter of moments, and you can then actually see the results of your tactics as they're put into practice on the battlefield. And, of course, it's great fun cruising around in a tank shooting other tanks. Especially when it's done as well as this. – The Real Jonathan)

It's not even as if it's been particularly well...

(Okay, okay, Campaign *has its flaws. For a start, graphic updates can be slow and jerky, both during the 3D stuff and when maps are being drawn. And those maps can get messy and confusing when lots of things are close together. The game also suffers from the unintelligible icon syndrome that seems to afflict wargames great and small, and there's no direct explanation of what they all mean in the manual. Plus, while you're looking at maps, there really should be a clearer indication of when you're in 'zooming in and out' mode and when you're not – changing the shape of the cursor, perhaps. And when you're driving tanks around the collision detection can be a little imprecise, particularly where buildings are involved. – The Real Jonathan)*

"It's easily the best wargame I've played"

In fact, *Campaign* marks a sad day for the wargame. If this is the way things are heading, perhaps we'd be better off returning to pencil and paper-based...

(Oh, clear off. Campaign is simply great. It's easily the best wargame I've played in all the bitter years I've been doing this sort of thing for AP. I'm not sure I'd go so far as to recommend it to arcade-game-only people – there's still going to be too much strategy in it for them. But if you like the sound of recreating World War II on your Amiga, but you've (sensibly) been deterred by the low marks wargames tend to get at the back of AP, here's the game for you. It's even been thoughtfully presented, with a brilliant intro disk, and some smashing posters and newspaper reprints thrown in.

It's a shame some of Campaign's *more niggling faults couldn't have been cleared up by a bit of independent play-testing. But we ought to be jolly grateful it's here at all. Now – please! – no more flashing squares and movement phases. – The Real Jonathan)*

● *JONATHAN DAVIES*

Half-tracks aren't much use on the battlefield, except for clearing mines. (No, really. That's what they used them for.)

You'll be seeing lots of tanks in *Campaign*. There are probably eighty or so different types.

There's plenty of information available on each of them, too, as you can see here with one of Uncle Sam's Shermans. Or was it one of Uncle Sherman's, er...

They sort of trundle about the place and see each other and, well, fight. It doesn't sound like much, but the reality is entertaining.

If only more wargames had been this much fun, my life as a writer for AMIGA POWER would have been so much more pleasant. I wonder if there's anyone I can sue.

UPPERS The best of both worlds – plan battles and go round in a tank blowing things up. What's more, both areas have been tackled with finesse, and the overall standard of presentation is tremendous.

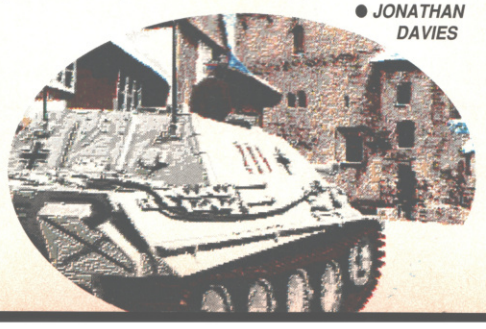
DOWNERS It's such a shame you can't fly planes as well as driving tanks. The icons are confusing (though well-drawn), the graphics are a bit slow and the tank battle bits don't *quite* work perfectly.

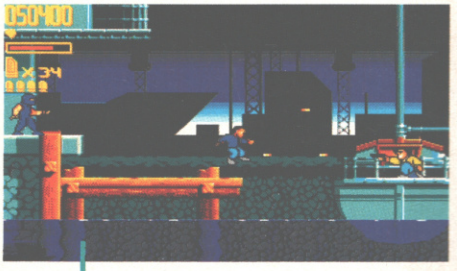
THE BOTTOM LINE

A massive relief all round, really. I really thought it was going to ruin my weekend, but *Campaign* might just turn out to be the wargame to end all wargames – literally.

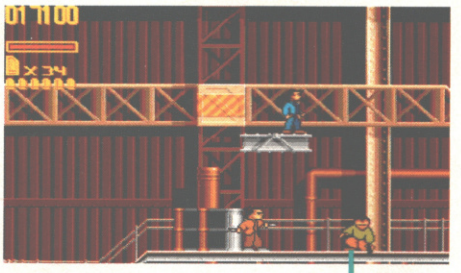
83 PERCENT

GN

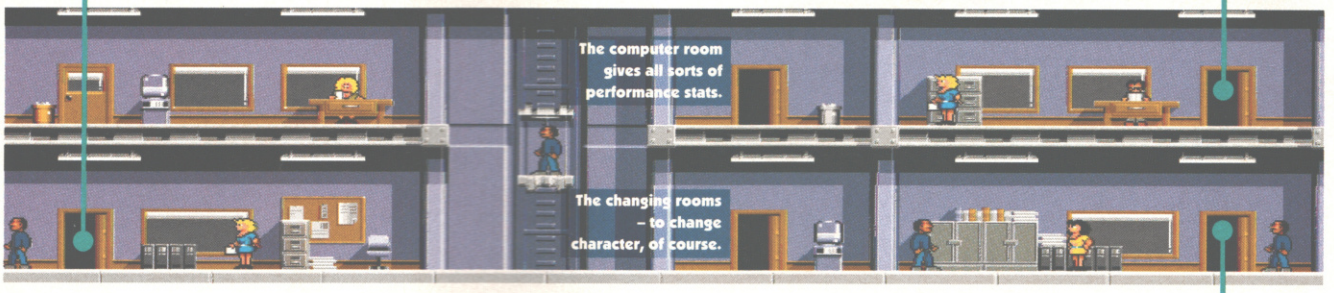




From the police station below, it's through the green door, and straight into mission one (as seen on our groovy coverdisk, plug, plug). If Riggs fails this one, he'll be sitting as they dock all his pay. *(I'm firing myself – Ed.)*

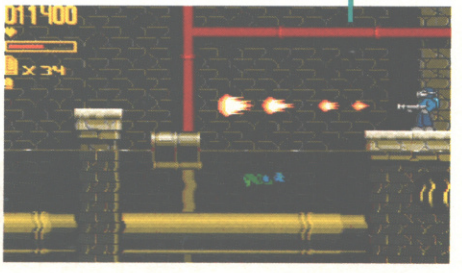


Mission three is pretty much based around a factory/construction site setting. Swinging girders, ladders and several hundred bad guys are just some of the things in wait for our hero.



The computer room gives all sorts of performance stats.

The changing rooms – to change character, of course.



Dive, dive, dive! Even big hard guys like old Riggs have to take evasive action when faced with flame throwers. It's just a shame that that water is sewerage. There's not much chance of pulling Patsy Kensit now, is there?

Game: Lethal Weapon
Publisher: Ocean
Authors: In house
Price: £25.99
Release: Out now
Other details: One meg only

Think of the Lethal Weapon movies. They're big budget affairs, spectacular, slick, funny, though not exactly what you'd call 'high art'. Oh, they aren't very original either. Ocean's game of the movies (it's no longer just based on number three in the series – this is now a name licence) rather predictably transforms the antics of the wisecracking duo into a platform shoot-'em-up. Initially this may seem like a Bad Thing.

Memories of *Navy Seals* resurfaced when I first loaded up *Lethal Weapon*. But forget any such comparisons. Superficially, *Lethal Weapon* may appear to be from the same packet of Instant-platformer-just-add-water. But believe me, there are just enough new ingredients in there to make it a worthwhile affair.

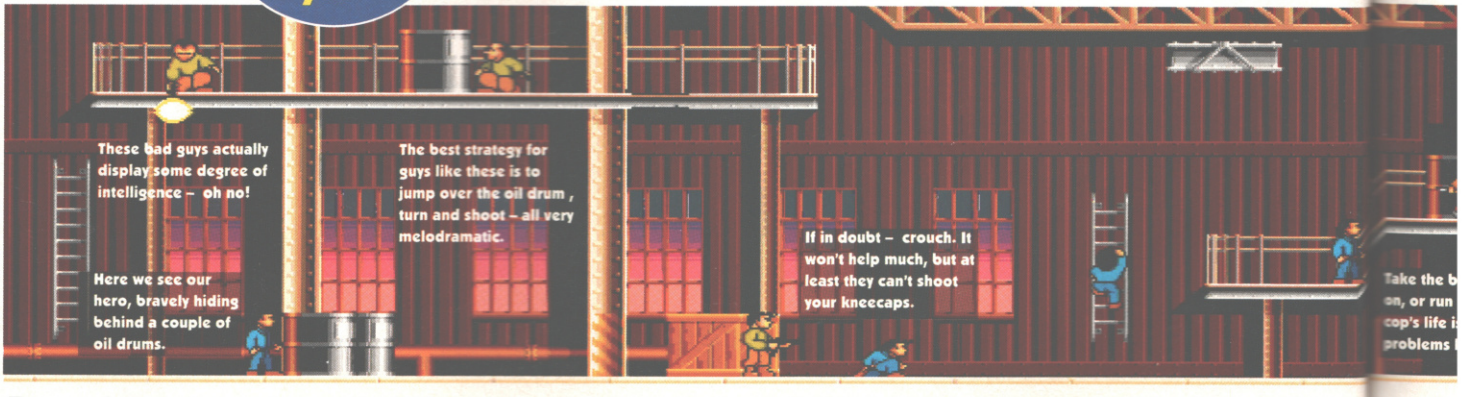
Ah, but wait a minute – the Lethal Weapon stories all hinge on the buddy-buddy relationship of Mel Gibson and Danny Glover. How can that be recreated in a computer game? The designers obviously decided it couldn't, and so what we have is the option to play either one of the characters in a series of solo missions.

"Probably Ocean's finest computer platformer yet"

And what about that big budget aspect then? Surely the game must feature some pretty spectacular set pieces and special effects. Ah, well actually, no. There are a few generic platform identikit pieces – swinging girders, ropes, ladders, even a *Donkey Kong* sequence – but in *Lethal Weapon*, big time spectacular things are conspicuous by their absence.

Okay, let's turn to the humour. Surely there are some moments of humour to relieve the tension, some fine set-pieces where the Mel Gibson character gets to do his wig-out crazy guy routine? Well, no. This isn't *Monkey Island*, and the fact that the characters look laughably unlike their big screen counterparts aside, I suspect most player's ribs will remain untickled.

Nuts, I'm not painting a very positive picture. And, strange though it seems, I really do like this game. You know what I'm talking about. Just take a bash at the demo on our coverdisk. Fun, isn't it? Not



These bad guys actually display some degree of intelligence – oh no!

The best strategy for guys like these is to jump over the oil drum, turn and shoot – all very melodramatic.

Here we see our hero, bravely hiding behind a couple of oil drums.

If in doubt – crouch. It won't help much, but at least they can't shoot your kneecaps.

Take the b... on, or run ... cop's life i... problems

Round here we tend to think that the only good film licence is one that hasn't

LETHAL W

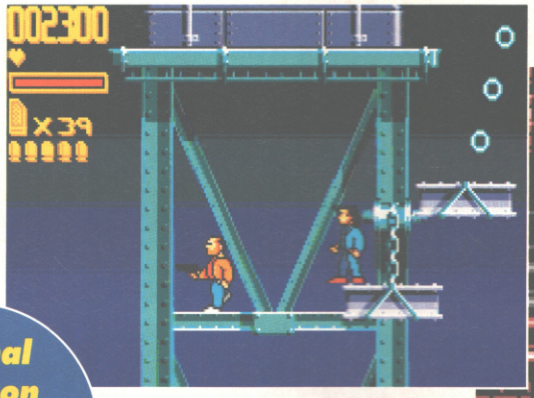
exactly a breakthrough in programming technology, but fun nonetheless. And the great thing is that the full game contains loads of the stuff. Masses of people to shoot, kick and blow up. Miles of locations to explore, with lots of variation, and some reasonable background stuff – construction sites, factories, sewers – that kind of thing.

DON'T MENTION BRUCE WILLIS

Where *Navy Seals* trudged, and *Hudson Hawk* was awkward and frustrating, *Lethal Weapon* finally gets the balance just right. The main character feels controllable, the odds aren't ridiculously stacked against the player, but neither are the levels a walkover. With four sizable levels, plus sub-levels and hidden bits, it's going to take the best player weeks to penetrate every nook and cranny of the game. *Lethal Weapon* works in an unpretentious, single minded kind of way. Sort of like your average quality console product really (and you thought you could read at least one review without a console reference in it).

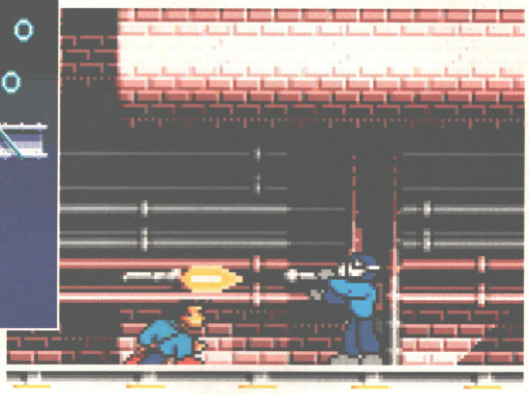
Right, I've blown the review by telling you exactly what I think of the game, so in a bizarre reversal of reviewing code, I'm going to tell you exactly what happens in the game (just in case you haven't been playing the coverdisk demo).

"Lethal Weapon finally gets the balance right"

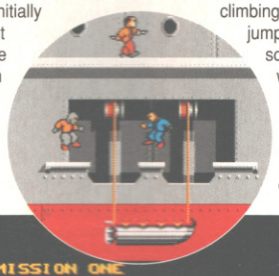


" There's got to be somebody who actually looks like Mel Gibson around here somewhere"

Now this is getting silly. Those Uzi 9mm things are bad enough, but rocket launchers are just a little too lethal.

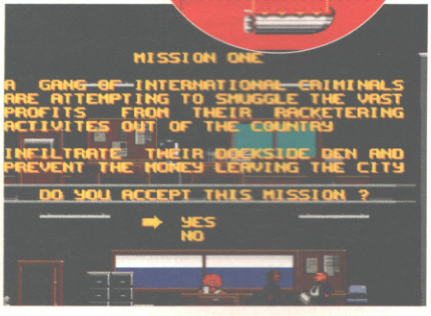


From the main office, it's initially possible to select one of the first three missions All these must be completed before the fourth can be tackled – neat. After a not-too-painful loading delay, it's then into the thick of the action. Statistics and stuff are kept to a minimum, with lives and ammo being pretty much all the player has to worry about (extra weapons and ammo clips can be collected along the way). And that's pretty much it, really. It's then a matter of kicking, shooting, climbing, running, and jumping through the scrolling levels, walking through doors to other sections, throwing switches, locating hostages, defusing bombs, and all that kind of Lethal Weaponish stuff.



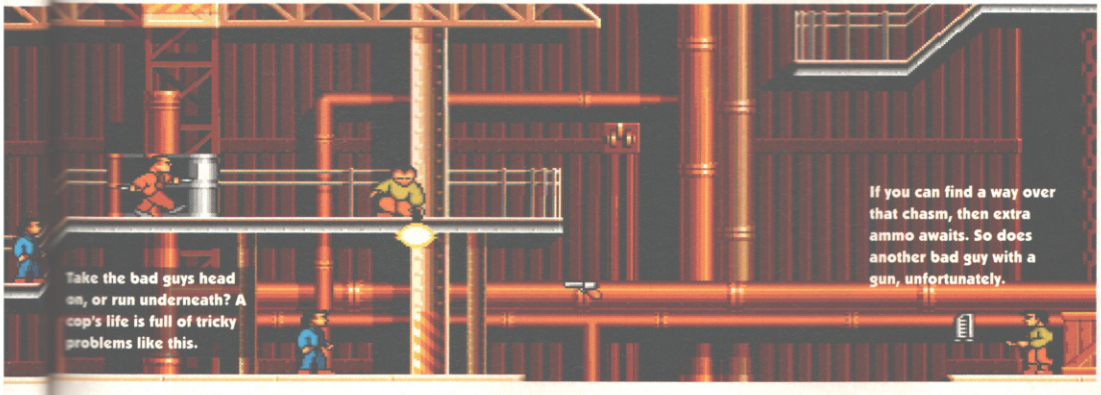
As I said, it's not terribly original. And it lacks the grace and beauty of games such as *Another World* or *Prince Of Persia*. But as movie licences go, this is no disgrace, despite the rather predictable platform format. And of course, in time honoured fashion, it's got practically nothing aside from a few namechecks to associate it with the actual licence material. But I'm not here to discuss the positive and negative aspects of licensing (not right now anyway). I'm here to tell you whether *Lethal Weapon* is fun or not. It is. End of story. Goodnight.

● *MARK RAMSHAW*



Above left: Riggs joins the navy (he's obviously read the script for *Die Hard III*).

Left: Prior to every mission you're asked if you want to accept. Why? I have no idea.



UPPERS Probably Ocean's finest computer platformer yet, *Lethal Weapon* has most of the right ingredients. Smooth action, distinct (if not overly distinctive) graphics and good level design give it that elusive one-more-go appeal. Neat and playable, *Lethal Weapon* cruises along in its own sweet way, thankyouverymuch.

DOWNERS There's not actually anything remotely original in here, and there's always the nagging feeling that more could have been done with the game and the licence. Edge-of-the-seat movietime action (the kind which was implemented so well in *Another World*) is nowhere to be found. Would bigger sprites and more heroics really have been that hard to implement? Just recall the number of falls, jumps, fights and improbable situations the characters get up to on the silver screen. There's none of that in the game.

THE BOTTOM LINE

Good unpretentious fun. It's got almost nothing to do with the movies, but don't let the name put you off. There's no reason why this couldn't have been written two or three years ago, but that doesn't make it any less satisfying to play. Prety darn neatesque, I'd say.

78 PERCENT

been taken up yet. Maybe Ocean can put an end to that.

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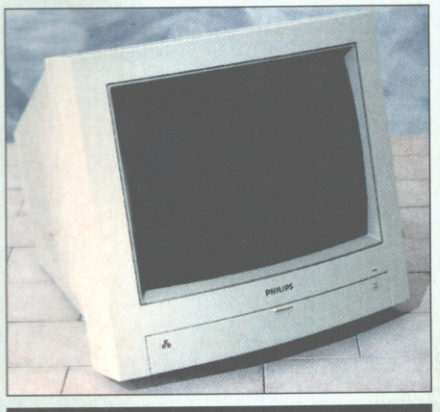

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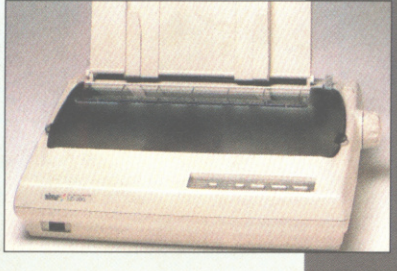

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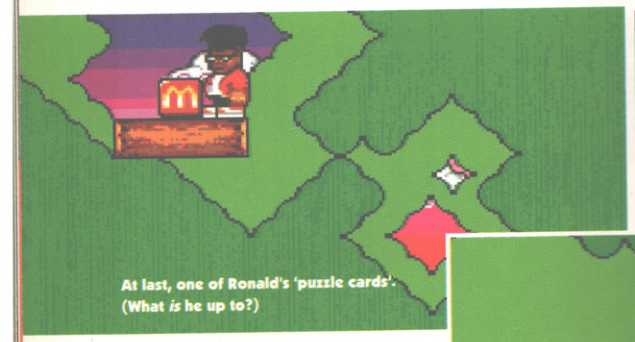
McDONALD LAND

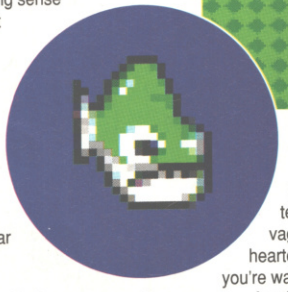


At last, one of Ronald's 'puzzle cards'. (What *is* he up to?)

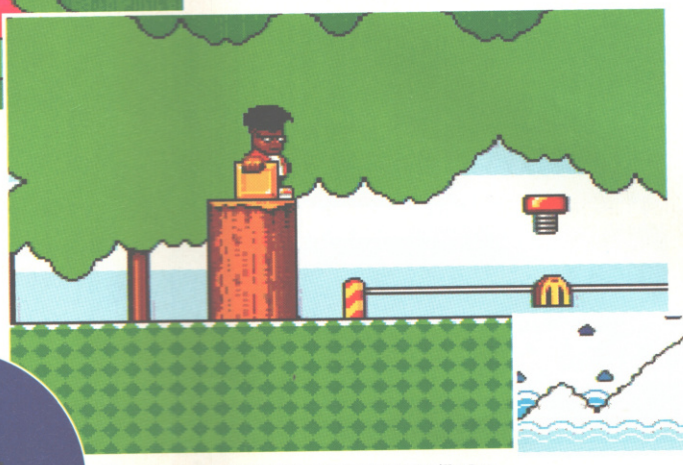
We've had coin-op licences, and film and character

Game: McDonald Land
Publisher: Virgin
Author: Arc Developments
Price: £25.99
Release: Out now

Cute! Console-esque! Platforms! Quite good! Etc! While you try to dispel that nagging sense of déja-vu, I'll just explain that *McDonald Land* can stake a more legitimate claim than most to the word 'console-esque'. For a start, certain elements of it bear an uncanny resemblance to Nintendo's *Super Mario* games – such as the ribbon you run through at the end of each level, the map where you move from level to level, and all the graphics. More fundamental than that, though: *McDonald Land* is a conversion of an NES game.



It's a bit of a shame, then, that in most other respects *McDonald Land* isn't very 'console-esque' at all. The control system might be a good place to start. To work at all, a platform game needs a decent control system. That's not something you tend to realise until you come across a game with a really awful one – *McDonald Land*, for example. It's got a terrible control system: horrible, vague, floaty jumps, and a half-hearted attempt at momentum when you're walking around.

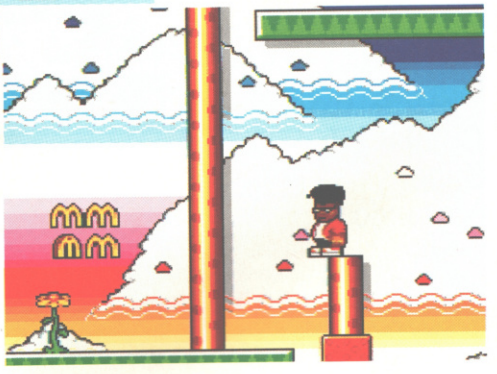


Struggling to the finish with a giant chunk of Milky Bar.

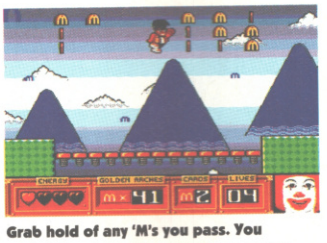
Another thing a platform game really ought to have is some evidence of intelligence in the way the platforms are laid out. Whoever drew up the maps for *McDonald Land* obviously failed to consider that only a small area would be visible to the player at any one time. A lot of guesswork is consequently called for – valiant leaps off the side of the screen in the hope there'll be a platform there; desperately hopeful drops to the ground, possibly landing on solid turf, possibly landing on a passing baddy; that sort of thing. It's vital to maintain a sense of optimism while playing *McDonald Land*, no matter how relentlessly it might be challenged.

AT MCDONALD'S WE'VE GOT TIMING FOR YOU

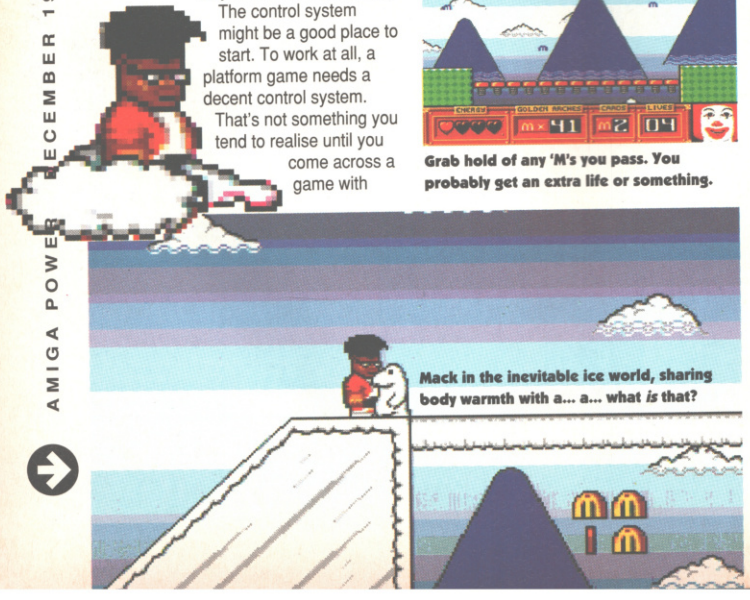
Timing's another thing. In a decent platform game, once you've 'got to know' a



More golden 'M's than you can shake a stick at. A pillar. Some fluffy mountains. And a pretty flower. Oh, and Mack, of course.



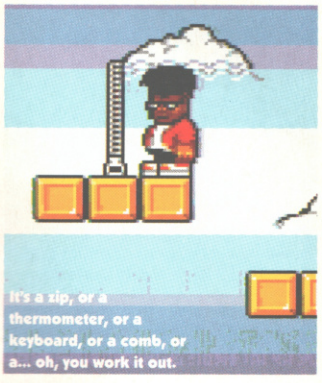
Grab hold of any 'M's you pass. You probably get an extra life or something.



Mack in the inevitable ice world, sharing body warmth with a... a... what *is* that?

Head in the clouds? Me? Incidentally, what on earth's *that* down there?

And here we duck underneath a... a... Huh? *(Don't ask me, I only work here. – Ed)*


It's a zip, or a thermometer, or a keyboard, or a comb, or a... oh, you work it out.

licences. Now there's a food licence.

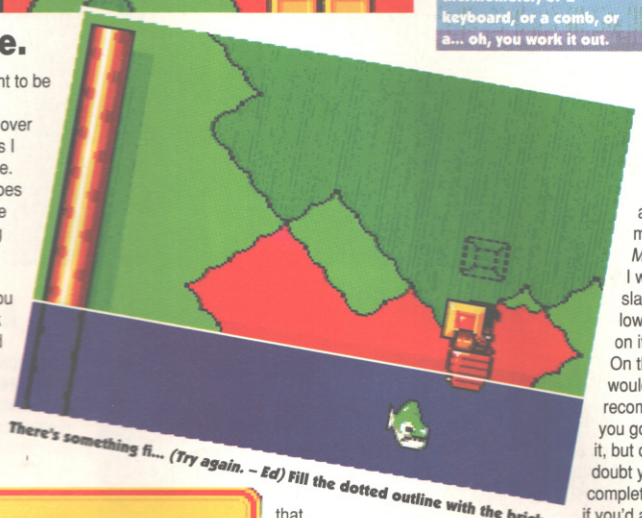
level you ought to be able to race through it without any interruptions. Lifts and moving platforms ought to slide seamlessly into place as you approach. Baddies ought to be in just the right position to be jumped over. Not in *McDonald Land*, though. Platforms are usually just edging out of reach as you arrive, so you have to stand there, drumming your fingers, and wait for them to return.

And there are the graphics, of course. As I said earlier, they've got a very '*Mario*' look to them, particularly in the simple design of the scenery. Trouble is, *Mario* games don't really go overboard with the graphics, and when they do make the effort it tends to be with neat little touches – like the characters and things – rather than the backdrops. *McDonald Land* doesn't have any neat little touches, and consequently looks very drab. The sprites are titchy, the use of colour is poor, it's all very 'NES'.

"Despite all its flaws, it's not all that bad"

Size? Platform games ought to be huge. Console ones always are. *McDonald Land* apparently has 'over 30' levels, and the ones I saw were minuscule.

The list goes on and on – the nerve-jangling music; the baddies that reappear if you kill them, walk away a bit, and then come back; the way the Ctrl-A-A keys restart the game rather than resetting the Amiga as they ought to; the fact that, although Ronald only asked me to collect four puzzle cards before he'd show me the way to Birdie's house, for some ineffable reason I was obliged to find five.


There's something fi... *(Try again. – Ed)* Fill the dotted outline with the brick.

But the one thing that really, really frustrates me about *McDonald Land* is that, when it comes down to it, and despite all its flaws, it's really not all that bad. I don't usually enjoy giving rubbish marks to games, but after a few minutes with *McDonald Land* I was itching to slap an incredibly low percentage on it. But I can't. On the one hand, I wouldn't actually recommend that you go out and buy it, but on the other, I doubt you'd feel completely ripped off if you'd already done so. So it has to get one of those irritating, wishy-washy, middle-of-the-road sort of marks. Damn.

Oh, and I nearly forgot. I've had it up to here with this 'younger player' twaddle. For one thing, anyone who's developed the skills necessary for coping with *McDonald Land* would also be quite at home with – and get a lot more fun out of – games such as *Fire and Ice*, *Zool* and *Harlequin*. (Or, for that matter, great Super Nintendo titles like *Super Mario World*, *Dinosaurs* and *Castlevania IV* – read all about them in Super Play; issue 2 on sale now.) Also, of course, I'd sooner die than let Ronald McDonald near any child of mine.

● *JONATHAN McDAVIES*

Never mind not talking to strange men – this bloke's downright spooky.

What this shot can't convey is the way this platform's moving. It's a moving platform.

This map will be familiar to *Mario* cognoscenti. Use it to choose which level to visit next.

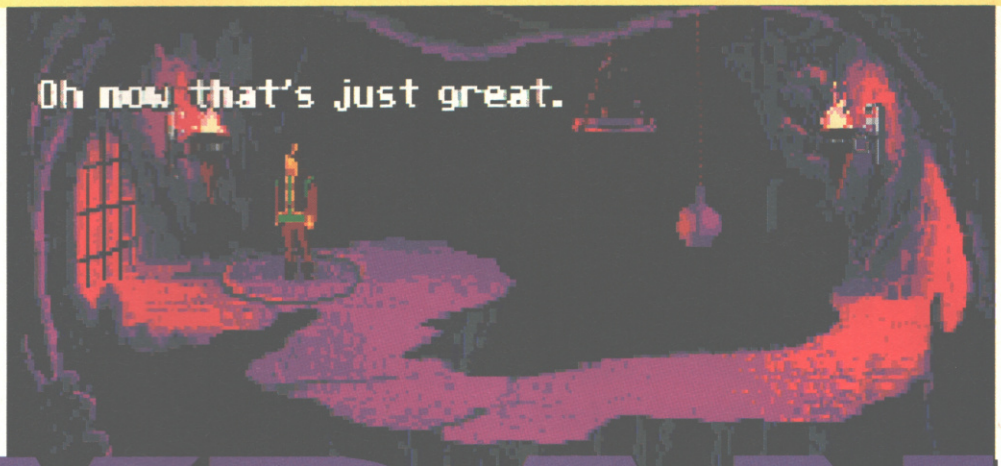
UPPERS When you reflect on the horrific possibilities of the McDonald's licence, we've probably got off quite lightly.

DOWNERS While all the basics of a decent platform game are there, *McDonald Land* seems to have be written with a view to merely getting the job done, rather than coming up with a really terrific game. So don't expect any surprises.

THE BOTTOM LINE
It's exactly what it sets out to be, but in a flaccid, tasteless and completely uninspiring sort of way. How apt.

67 PERCENT

Game: Legend of Kyrandia
Publisher: Virgin
Authors: Michael Legg, Rick Parks, Paul Mundra
Release: Out Now
Price: £35.99



KYRAN

With *Lure Of The Temptress*, Virgin beat the *Monkeys* at their own game. Can

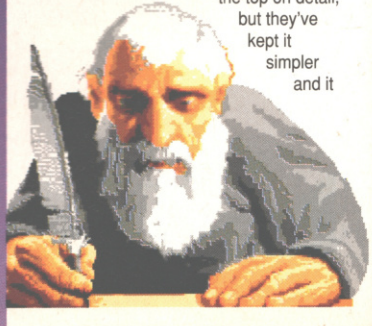
After the success of *Lure Of The Temptress*, Virgin are attempting another blitz on the adventure game market, this time with their brand-new, all-singing, all-dancing *Fables and Fiends* series. The first episode in this epic saga is *Legend of Kyrandia*. The people of Kyrandia, concerned at the problems that the environment could have, struck a deal with the Natural Kingdom to care and protect it. (At least this way they wouldn't have to put up with all those 'green' people or, for that matter, have David Icke running all over the place.) However, deals like this can't last forever, and one person in particular wants it squashed. Malcolm (and wouldn't you be maladjusted with a name like that?) murdered Kyrandia's king and queen but was trapped in the castle before he could unleash the full power of the Kyragem, the mythical jewel that was the source of all magic. The only survivor of the royal family was Brandon, and he has to defeat Malcolm and restore the world to its peaceful state. In case you haven't worked it out yet, you are, in a very virtually real sense, Brandon.

It must be a fantasy game – there's no graffiti on the statue.

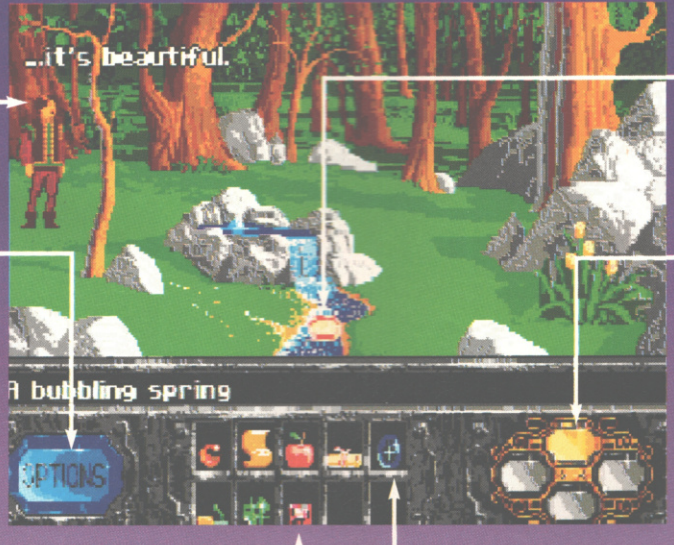
"It looks as effective as Monkey Island"

Before you started reading this, I guess most of you would have looked straight at the pictures and are probably now thinking 'Oh great, Another *Monkey Island* clone'. But hold your horses because this could well be the game that breaks the *Monkey Island* hold on the adventure scene.

No, really. Lots of comparisons are going to be drawn between the two games, so let's do one now. Just how do the nine (count 'em!) disks of *Kyrandia* measure up against the likes of *Monkey Island* and *Curse of Enchantia* (reviewed last issue)? Well, to look at, it does lack some of the graphic detail of the others, but what there is is all wonderfully done. (The transformation of the willow when you heal it, for example is simply beautiful.) Most of the early part of the game takes place outside so it would have been easy for the programmers to go over the top on detail, but they've kept it simpler and it



HOW DO YOU DO WHAT YOU DO TO ME?



Brandon, all-round hero, nice guy and talker to the plants.

Clicking here brings up the game options including loading and saving the game.

There's a limit to what you can carry. If you pick up too much you'll have to find a safe place to stash it.

A sunstone in the stream. That could come in useful at some point.

The amulet. Collect all the parts and defeat Malcolm once and for all.

Gemstones aren't just for decoration. You need them to solve one of the puzzles.

All is peaceful in the temple. Brynn will give you as much help as she can.

DIA

they do it again with *Kyrandia*?

looks just as effective, if not more so. Some of the animations are breathtaking – Malcolm the juggling clown is the classic example. The internal scenes are all hugely atmospheric too, especially in the grotto complex.

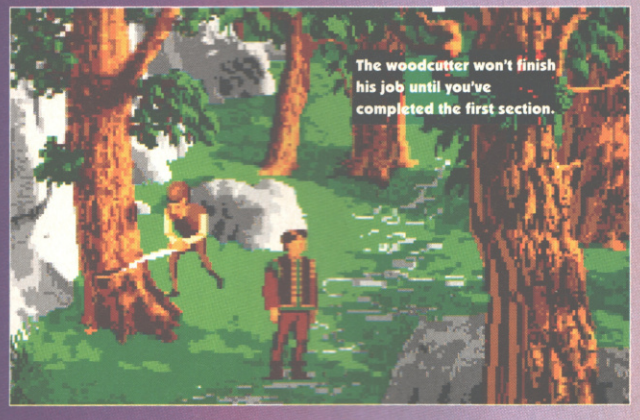
Humour played a great part in the other two games, but at times it seemed that the programmers were struggling to keep the laughs coming consistently. *Kyrandia* does contain a great deal of humour but it isn't there just for the sake of trying to be funny. When you get laughs in *Kyrandia*, it's usually as a very welcome break from a particularly stressful bit of brain strain. The chase between Brandon and the marble carrier, the argument between the mystic and his dragon and lots more are all genuinely funny – the style of humour isn't as childish and stupid as in *Monkey Island*.

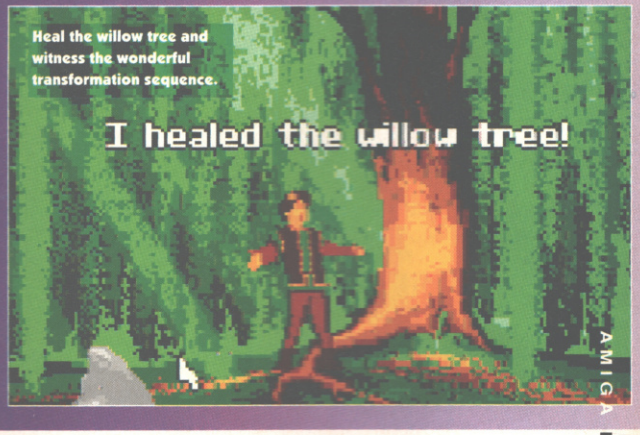
"Kyrandia contains a great deal of humour"

Of course the most important parts of any adventure are the puzzles. Are they too obscure? Are they too easy? Is it just too damn difficult? So many adventure games fall into the trap of being too easy or too hard, but *Kyrandia* is set just about right. At the start the puzzles are simple enough to work out with a little thought but this is just to break you in gently. Later in the game you'll find yourself spending more time thinking about the puzzles than anything else. No matter how tough the puzzles appear, though, you always find yourself cursing when you uncover the solution, which is always much simpler than you think.

There's no doubting that *Kyrandia* is a very big game – any game that comes on nine disks is bound to be. For those of you with the likes of an Amiga 2000 it's a joy to play, although if you have a hard drive there's still a fair amount of waiting around, as it loads each screen individually. This means if you leave a location you have to wait for the next one to load, then if you want to go back you have to wait for the last screen to load again. This can get

ON A TREE BY A RIVER, A LITTLE TOM-TIT SANG, 'WILLOW, TITWILLOW, TITWILLOW!'





Far left: Engage in some light-hearted antics with Malcolm as he juggles. It's when he starts to lose his rag, though, that the fun really starts.

Left: Catch a falling tear and put it in your pocket, save it for a rainy day. Well, something like that, anyway.

There you were, happily walking around your grandfather's house, trying to work out why he'd been turned to stone when...

...the wooden wall suddenly starts talking to you. Wow, whatever you were doing last night, we don't think you should do it any more.

I MIGHT JUST AS WELL HAVE BEEN TALKING TO THE WALL.

very frustrating, especially in the early parts of the game where there's a lot of wandering about to do, and this is possibly the only problem with this magnificent work of art.

The control system is one of the easiest to get on with I've ever come across, with the possible exception of the Coktel adventures. There's none of the sentence construction that featured so heavily in *Monkey Island 1* and *2* – all you have to do is point and click. To use an object you just click on it and then click where you want to use it.

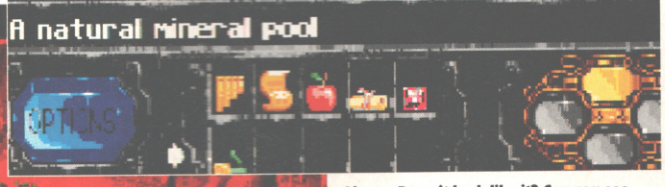
"It's very easy to get completely hooked"

PERFECTLY WELL ADJUSTED

Certain aspects of the game are changeable and you will definitely want to change them. You can alter the walking speed of Brandon on screen. At the start he plods around but, when you've played the game a few times, you'll find yourself setting the speed to maximum. Not only is it faster but it's also quite amusing to watch him whizzing around the place. The speed of the text is also changeable and you may want to do this too if you're a fast reader.

So, is *Kyrandia* better than *Curse Of Enchantia* and *Monkey Island 2* (which in my view are the two best adventures on the market)? Umm, tough. It's about on a par with *Enchantia* but *Monkey Island 2* is a little better. Thirty-six quid is a lot of money for a game, so you want to make sure you're getting good value.

Okay, so what has *Kyrandia* got going for it? It's big, very big. It's easy to get into and, because of the way it's been styled, it's very easy to get completely hooked on it. Unlike a lot of adventures where a certain puzzle will just keep annoying you for hours on end until you give up because the solution is just so completely unfathomable, just about everything in *Kyrandia* makes sense in the end. The graphics aren't as detailed as those other titles but they do look good, and the game has been packed full of those nice touches that appeal so much to most adventurers. Most of the other characters seem to be more than a little bit clinically insane which makes for some fun when you talk to them. It's easy to control and moving round and manipulating objects soon becomes second nature.



Above: Does it look like it? Can you see anyone dressed in a clown suit? No? Then I guess he isn't here.

Left: Fireberries are the key to successfully negotiating the labyrinth. It's obvious really, but if we gave you clues you wouldn't enjoy it half as much.

Darn the Mystic and the dragon seem incapable of agreeing on anything – including who you were talking to.

Kyrandia isn't quite the next best thing since sliced bread but it is possibly the next best thing since *Monkey Island 2*. It is a great game and I wouldn't hesitate in recommending it to anyone. If adventuring is your middle name then, besides having a very strange name, you're the kind of person who won't be disappointed after shelling out those hard earned notes for *Kyrandia*.

If this is anything to go by then I'm looking forward to the rest of the *Fables and Fiends* series. *Kyrandia* will be a hard act to follow, and if they improve on this then they'll have the best adventure going. For now though, Virgin will have to be content with a mere classic.

● *LES ELLIS*

UPPERS It's easy to play, it's got great graphics, even the music is worth listening to. The difficulty curve is set just right so you won't get stuck right at the start, but the game is structured so that if you use your brain you shouldn't get too badly stuck anywhere. It's just a great game, okay.

DOWNERS Wow, nine disks. That's a major downer for a start. If you don't own a hard disk, you're in big trouble, and if you only have a single drive then you're in for an absolute nightmare. The way each scene is loaded is very frustrating as well – moving around is a very time consuming process. Even with the character movement on maximum speed it's still bloody annoying.

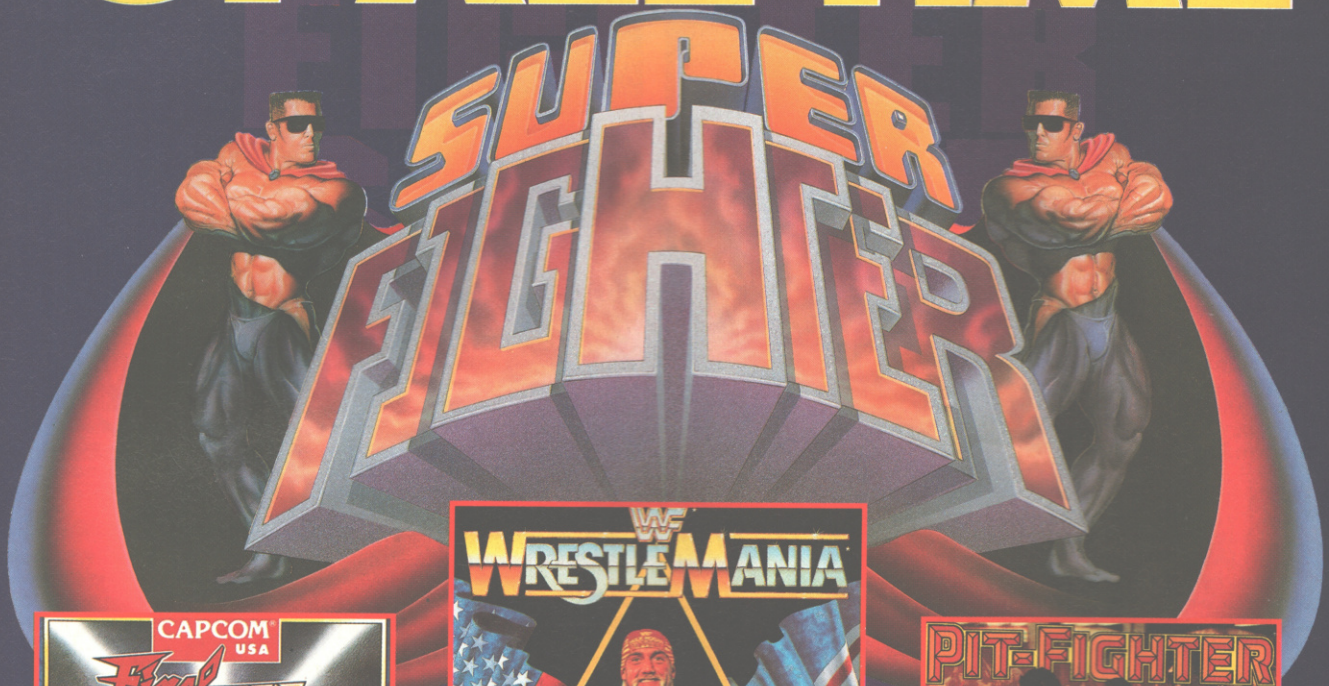
THE BOTTOM LINE

It's not quite as good as *Monkey Island 2* but don't let that put you off. *Legend of Kyrandia* is an excellent game in its own right and with more to come in the series there's something to look forward to, too. If you're into adventures then you can't afford to miss out on *Legend of Kyrandia*.

89 PERCENT

THE HARD-HITTING BIG THREE JOIN FORCES TO BRING YOU

THE WILDEST COMPILATION PACK OF ALL TIME



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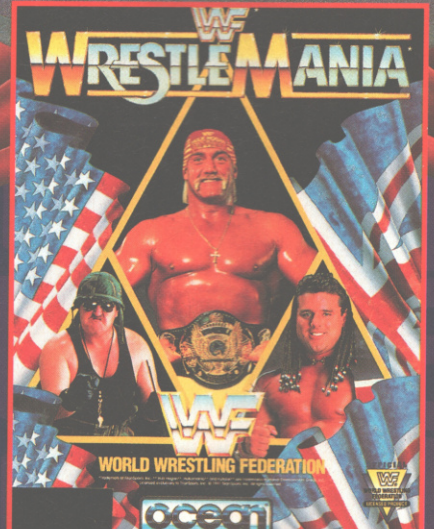

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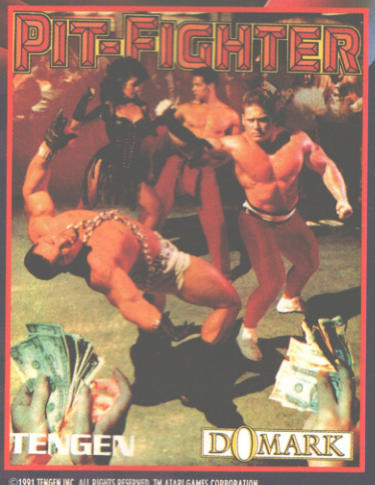

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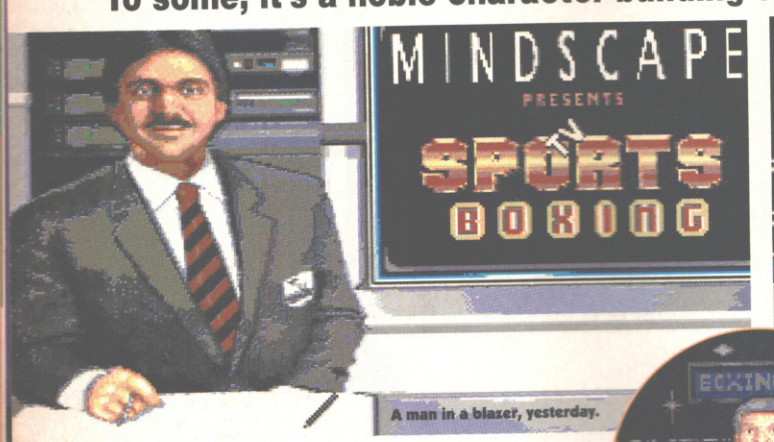
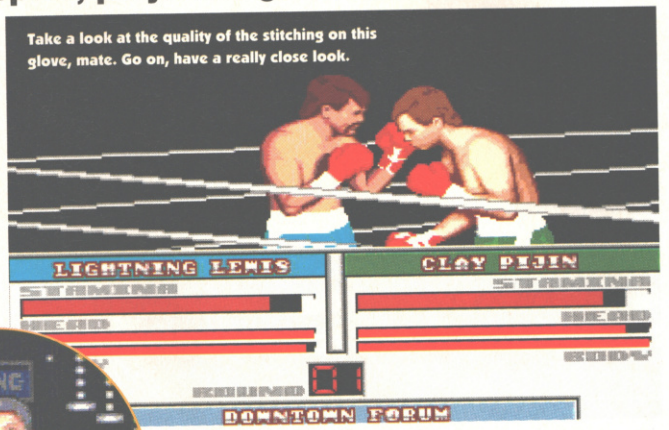
TV SPORTS

To some, it's a noble character-building sport, played to gentlemen's rules. To others, it's a



A man in a blazer, yesterday.



Take a look at the quality of the stitching on this glove, mate. Go on, have a really close look.

Game: TV Sports Boxing
Publisher: Mindscape
Authors: Malibu Interactive
Price: £14.99
Release: Out now

So how do we go about awarding a percentage to a new game? Do we just print the first number we think of? If not, what things in a game can sway that score up or down? Welcome to a practical guide to scoring. We'll start with just an Amiga, the two *TV Sports Boxing* disks and a starting average of 50%. (Other magazines might use 70% as their average score but here on AMIGA POWER we use 50%, mad and irrational fools that we are.)

Right. The background is that *TVSB* is the latest in a series of sport sims from Mindscape, using talking heads in TV studios as graphic interludes, : *TV Sports Basketball, TV Sports* [American] *Football*...

Additional commentary in this review comes from Frank Bruno.

Boxing games are not the best of computer game types. Beat-'em-ups are usually cited as the worst, most mindless, repetitive and dull games you can stick in your floppy drive. Boxing games, like wrestling games, are just beat-'em-ups where you can't go anywhere. Maybe it's possible to do something original with the genre, but these sort of games usually just involve two characters with big hands facing each other, accompanied by lots of frantic, scarcely thought-about, joystick waggling.

As soon as the arcade action part of *TVSB* hits the screen, it's clear that this is nothing different in that respect. So straight away the game plummets down to 20%, a fair starting point for a single screen beat-'em-up game.

"Not a very good start, Harry, know what I mean? They've got a lot of catching up to do to. They can do it, know what I mean? I really believe they can, know what I mean, Harry?"

There are actually quite a few moves you can perform and a little bit of thought is likely to result in more success than just piling in and waggling like mad, which is a good sign. You can move up and down, step back to let fly with the big punch or go in close and rattle in the short ones. Waggling like mad is still the most enticing option, but the score deservedly rises to 28% on the grounds that there's certain tactical element to the action.

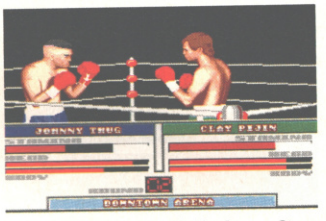
There are also occasional overhead shots, which pop up every time someone is knocked down, and briefly at other junctures. These are very small with tiny sprites on a tiny screen. A little bit silly really, but harmless. And you can't take points off for harmless silliness,can you?

The 'exhibition mode' was the first option on the main menu and it's that to which we turn first. There's a two player option, so this is one of those games that you can turn to for a tête-a-tête battle when you've tired of tackling the computer opponents. A jump to 35% for that then.

"They're starting to pick up now, Harry. They've landed a couple of good punches. Anything can happen, that's the thing about boxing, Harry. Know what I mean, Harry?"

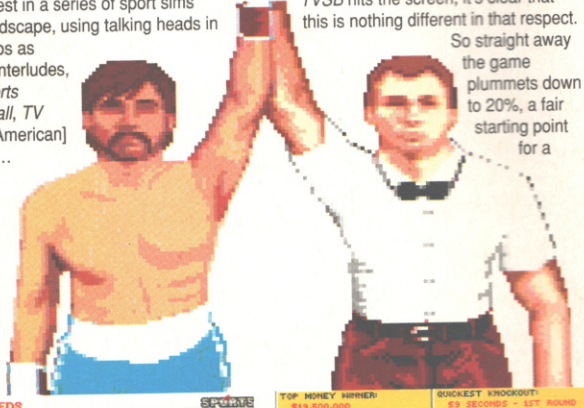
The one-player option is very limiting in exhibition mode. You select which fighter to be and which fighter the computer will be, then take to the ring. The fighters are ranked according to how tough they are, so you can easily adjust the difficulty of the bout depending on your choice of fighters. Seeing how long it will take till you flatten Baldy Bones isn't the most involving of game objectives. Down the ladder to 29%.

One of the most involving parts is the 'create boxer' section which lets you select the characteristics, abilities and appearance of a boxer. You can then take to the ring with your new creation (or let

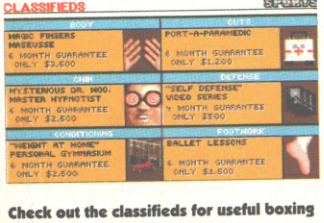


Big Stuart Campbell takes on Steve Davis for the title.

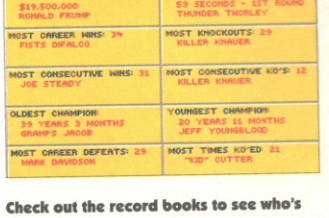
"There's a certain tactical element to the action"



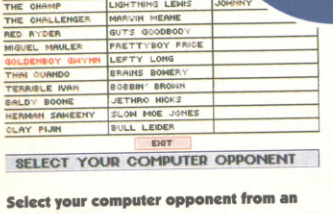
And winner is: George Best.



Check out the classifieds for useful boxing aids – a home gym... or ballet lessons.



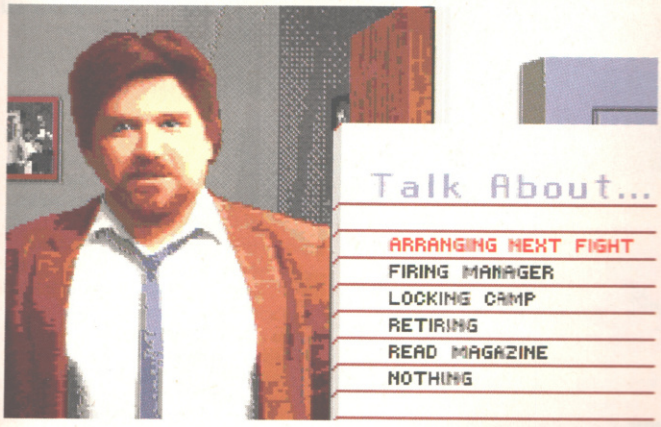
Check out the record books to see who's done what to whom.



Select your computer opponent from an extensive list of silly names.

'S BOXING

here's a barbaric anachronism. To Mindscape, it's a new sports sim.



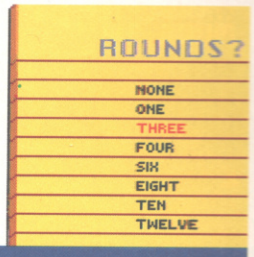
For one dreadful moment, we could have sworn you could talk about 'looking camp'.

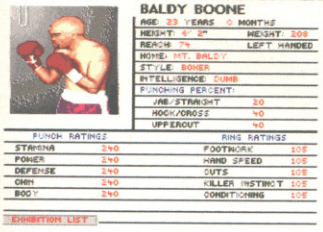
the computer play as him). An excellent feature which takes the score up to 34%. But it's not a lot of use if all you can do is stage one-off fights.

Fortunately there's also the 'career' mode. This allows you take control of a fighter (one you've created yourself or a ready-grown), making tactical decisions throughout their boxing career. This is great fun, with loads of features: a manager to advise you, a trainer to work you into shape, rankings to climb, performance-aiding substances to buy (all legal, if a bit supernatural) and money to earn. And lots more, including fights to be fought. This adds strategy and role-playing elements to the basic game and lifts *TVSB*'s rating up to a quite creditable 56%.

"You know Harry, the boys done all right. Not the most brilliant of performances, but they had a job to do and they went out there and did it..." Oh sorry, that's Emlyn Hughes.

● *ADAM PETERS*





Some helpful chap has been keeping extensive records on the fighters so you've got something to base your decisions on.

And,er, then you choose two fighters and, er, they fight. That's pretty much it, really. What else did you expect?

UPPERS A lot of good features in the career mode. Excellent RPG style character creation. The fight sequences require as much brains as brawn.

DOWNERS Boxing titles aren't really the most inspiring of games. Based round very boring beat-'em-up gameplay. Exhibition mode will soon get rather dull without another human player.

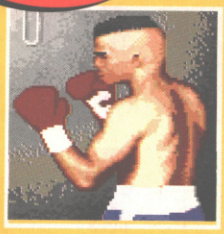
THE BOTTOM LINE

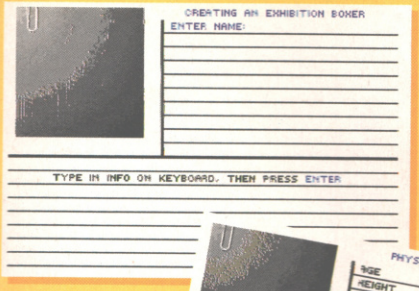
It could have been worse; a lot worse. It couldn't have been much better, bearing in mind the limitations of simulating the sport in question on a computer. *TV Sports Boxing* is reasonable fun, but I wouldn't fight someone for a copy.

56 PERCENT

CHARACTER BUILDING

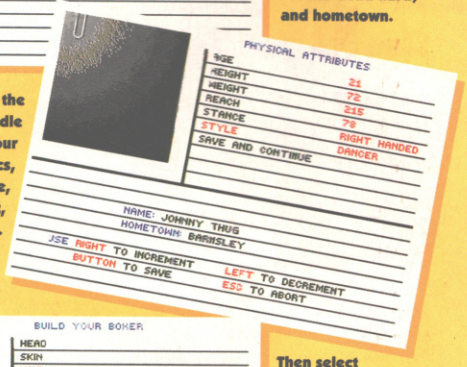
ONE OF THE MOST INVOLVING PARTS OF *TVSB* IS THE FEATURE THAT ALLOWS YOU TO 'CONSTRUCT' YOUR OWN BOXER. WHETHER YOU'RE IN EXHIBITION MODE OR CAREER MODE, THE METHOD IS THE SAME. HERE'S HOW YOU DO IT...

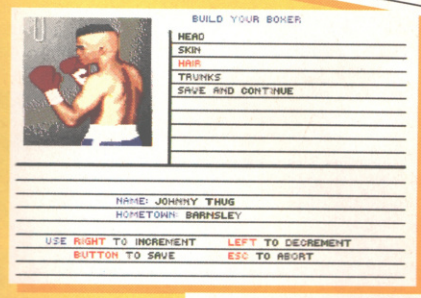




You start off with something only a couple of steps away from being a blank page. Type in your boxer's name (preferably something that sounds dead hard) and hometown.

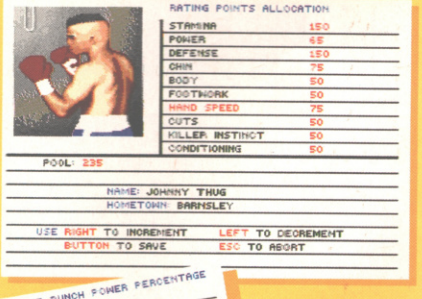
You then get the opportunity to fiddle about with your character's statistics, picking their age, reach, height, weight, etc.

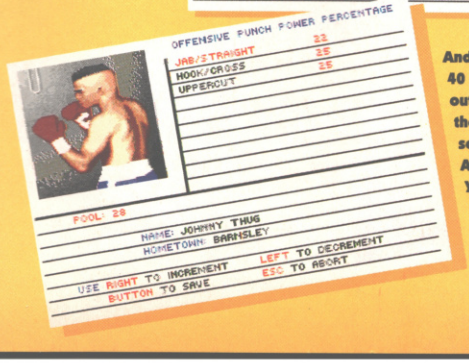




Then select their skin colour, trunks colour, haircut and hairstyle (there are four or five of each to choose from). You know, I'm sure I recognise this bloke from somewhere.

You can then boost the character's skills. Various abilities, from power and speed to the strength of their chin, start on 50 but can be built up to 150. You get 500 points to dole out.





And finally, there's 40 points to dole out to ability in the different sorts of punch. And that's it. You have now made a wrestler. Well done.

WEEN

Make no bones about this section, if you don't watch out, you'll have no BODY to play with. *(Out! – Ed)*

Ween a game comes out with a funny name, ween-ever miss a chance to make a few puns.

Game: Ween: The Prophecy
Publisher: Coktel
Author: Joseph Kluytmans, Pascal Pautrot
Price: £29.99
Release: Out Now

"Playing these French adventures is a refreshing change"

Before we start I should advise all of you who are expecting any sad attempts at a joke about a game called *Ween* that you're going to be disappointed. This is not a magazine where we would even attempt such a low blow at a game, we think *Ween* is a perfectly good title and wouldn't dream of making any jokes about it. *(I am relieved. – Ed)*

Okay, so it is one of those French RPG thingies, I'm looking forward to this one. Let's see, what does it say here? One day, blah blah, evil omens, blah blah, anger of the heavens, blah blah, nasty wizard, blah blah, good wizard needs help. What, no women with no clothes on? What's with all this 'good wizard needs help against bad wizard' stuff? There can't even be much violence with that plot. Oh never mind let's see what the game's like anyway.

Playing these French adventures for the first time is a very refreshing change. They've obviously put a lot of thought into how to make these games playable. Gone are the endless icons or the ridiculous text entry systems that never understood what you were trying to say. Now with two clicks of a mouse button you can go from examining a rat close up to stuffing a drug down its throat or slaying a dragon. I wish more companies would take a good look at this control system to see how it should be done. Bravo Coktel.

So, what about the game itself. As you would expect from looking at Coktel's other games (*Fascination* for one) it's a point and click adventure. You are Ween (although you only actually see him once) and you have to roam around the various locations solving deviously tricky puzzles. Well actually the puzzles range from blindingly obvious to slap on the forehead "Why didn't I think of that?" type problems.

SO HOW DOES IT WORK LES?

The way the system works means that anything that's of any use to you will be shown on screen when you move the mouse over it. This is fine but it does tend to have one drawback: whenever you first enter a screen all you have to do is just swing the mouse over everything, see what's highlighted and you get the general idea of what you have to do to complete that particular puzzle. In Coktel's earlier games this detracted from the gameplay and made the games too easy. Luckily that particular problem stops here because some of the puzzles in *Ween* take a hell of a lot of working out. However with pure, ice cold logical brain power (and the help of the guy upstairs who's played the game before) I managed to get through the worst of it.

The graphics are a real mixture of styles. Some of the outside

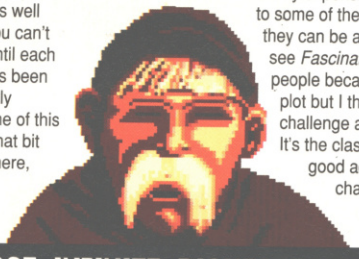
Deep in the caves, many mysterious puzzles, such as this one, will confuse you.

Looking into the hideaway, you find it's guarded by a fast rat. Now, how do you slow him down? Hmmm.

This bridge is guarded by a strange monster. Luckily you have all the right ingredients to get rid of him, if only you knew how.

scenes are done in a lovely sepia style while the interiors tend to use more purples than anything. This may sound rather odd but it does create some strange lighting effects which are really atmospheric, especially if you're playing the game late at night with the lights down low and some soft music coming from your stereo. Sound effects in this type of game are never up to much anyway. There's very little animation to speak of, bats flying overhead and a moving rat. What there is quite well done but doesn't really add anything to the game. That said, touches such as this do tend give you quite a start.

These point and click adventures are usually fun to play because they're easy to get to grips with. *Ween* however is a lot of fun to play and the feeling of satisfaction when you solve a particularly tricky puzzle is immense. Many's the time I've been seen walking around the office with a smug grin on my face after wrestling with a nasty problem for hours on end. You'll have to face up to those problems as well because you can't progress until each problem has been well and truly solved. None of this "Oh I'll do that bit later" stuff here, thank you very much.



"Ween is a lot of fun to play"

There are only a couple of places where you're likely to get well and truly stuck, but even there you can work it out eventually – it's just a case of trying everything you have in every possible combination, ooops, was that a clue? Nah, not really.

Ween isn't one of the biggest adventures I've played. In fact when you know what you have to do you can breeze through it fairly quickly. I'd say for the experienced adventurer – the kind that eats *Monkey Island* games for breakfast – this may be just a smidgen too easy. For the novice to beginner, however, it will be a real battle of wills as you go head to head with your Amiga just to prove who is the smartest. Several times I found myself cursing the machine and swearing that no way would this damn game get the better of me. It was normally at these times that I would find out that the answer had been staring me in the face all along.

To me these adventures are an ideal way of spending a few afternoons when you have nothing better to do. They're not overly expensive when you compare them to some of the others on the market and they can be a lot more user-friendly. I can see *Fascination* appealing to more people because of its more up to date plot but I think *Ween* is more of a challenge and therefore a better game. It's the classic example of just how a good adventure should be: challenging but solvable.

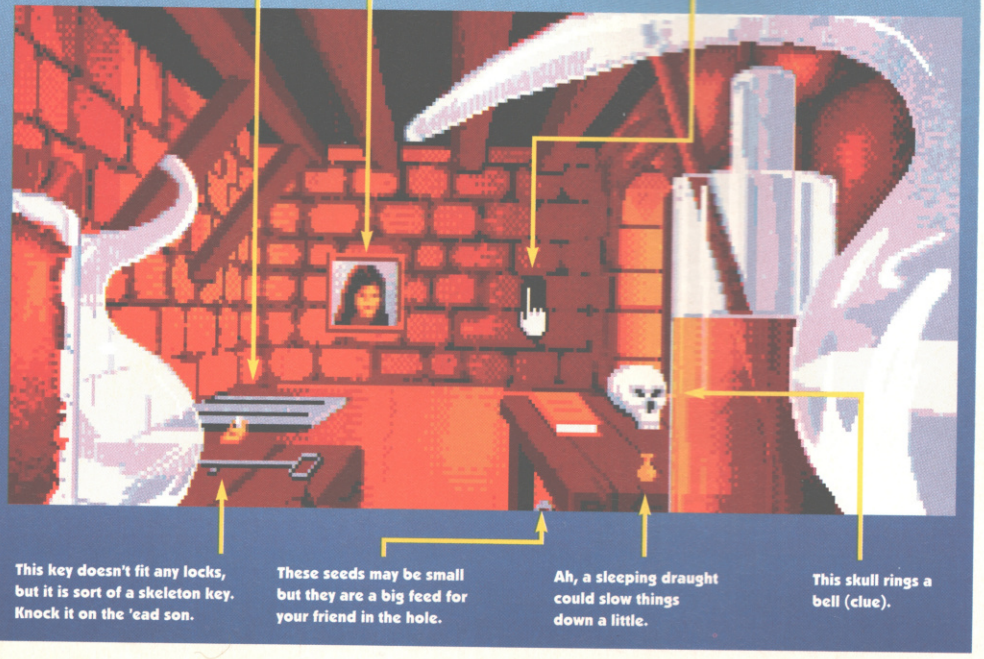
● *LES ELLIS*

This bat has got a sweet tooth, and if you can keep him fed he'll help you out in times of need. He just loves his strawberries.

Deep in the caves and this is a tricky bit. Look to the door to the side to reveal many answers, and another puzzle.

You start the game in the kitchen. Take everything you can lay your hands on, you never know when it might come in handy.

ENCLOSE INFINITE RICHES IN A LITTLE ROOM



UPPERS Great control interface, one of the best in fact. The difficulty level has been set just about right. *Ween* is the game that's going to draw more people to playing these adventures. It is a pleasing game to look at and even more pleasing to play.

DOWNERS *Ween* is definitely one of the smallest adventures around. Some of the puzzles are a little obvious and the point and click system sometimes makes them easier than they should be. Not exactly a brain buster, although novice adventurers (like me) will find it quite a challenge. Loading every screen as it's needed can be a bit of a pain as well.

THE BOTTOM LINE

As adventures go *Ween* is up there with the rest, but it's too small. From start to finish you can go through the entire game in just a few hours. The puzzle level has been set just about right for beginners, but experienced players will breeze straight through it. C'est magnifique? Not quite, but it is damn good. If you're new to the genre, then *Ween* has got to be on your list of must-haves.

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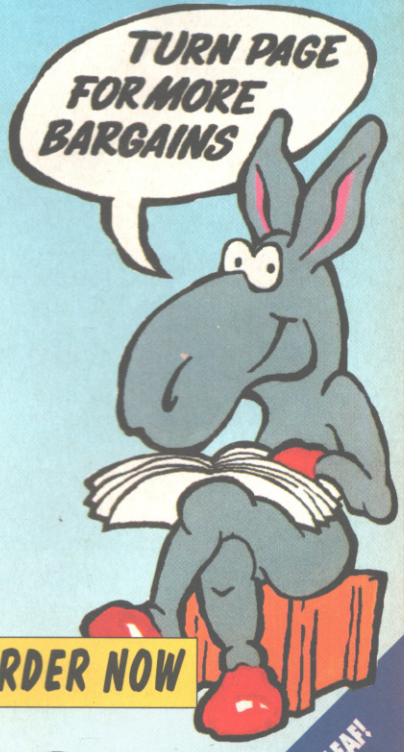

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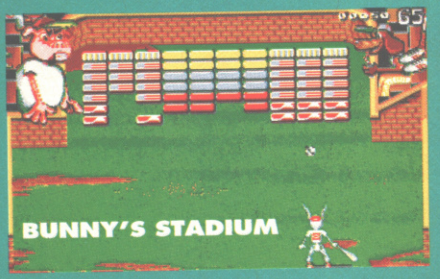
GO ON TREAT YOURSELF!

It seems that the best way to give you an idea of what *Bunny Bricks* is like is to offer up shots of some of the



Things start off quite simple (they don't stay that way for long, though) with this opening screen. There's a fairly ordinary rectangular gaggle of blocks to be knocked away by your bunny batsman. The only trouble will come from the low walls at either side: the ball can bounce off these at some quite unexpected angles.

While the first level gives you a chance to get acquainted with the controls, the second is a real baptism of fire. The only way you can get at those blocks on the right is by detonating the dynamite, which means clearing the blocks on the left to get at the detonator. And there's all those metal blocks in the way. Very, very nasty.

Things get a little easier after that, with another fairly conventional screen. There is a number of tactically placed metal blocks here to make sure things don't get too easy. Oh, and watch for strange bounces off the wall on the left. The tactic that works best for most screens involves standing your ground wherever possible.

Tricky. Those blocks in the centre are easy enough to clear, but the ones at the sides are hiding behind a very effective barrier of metal blocks. Getting at, and getting rid of, them will to take a lot of careful swings. There's the added attraction of the ball bouncing off the metal blocks and going where you weren't expecting. Oh dear.

This spelt H20 before we took out the corner of the 'H'. It's as close as any of the beach screens get to taking place in the water. Getting rid of the chemical formula is easy enough, but that's not the end of it. Hitting a key opens (or closes) one of the beach huts. There's another block hiding somewhere. The devious little, er, block.

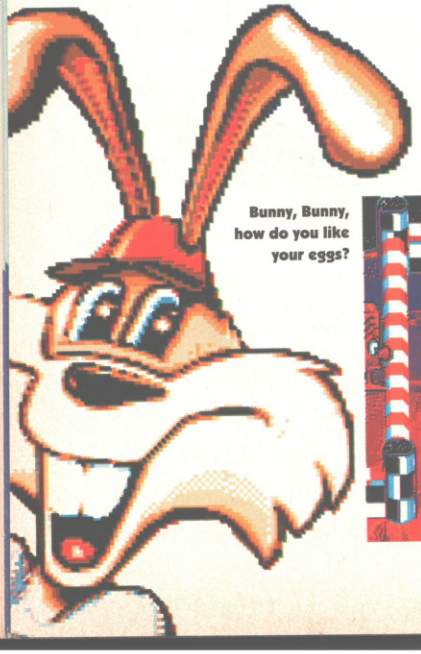
Nothing wrong with these blocks, except the worrying (but not overly scary) bomb motifs on some of them. Oh, and all those nastily positioned metal blocks, which make getting at the big block collection quite difficult. And that fan on the right does what all giant fans do: it sends the ball off in strange directions, at great speed.

IT'S A BUNNY OLD WORLD

Game: Bunny Bricks
Publisher: Silmarils
Authors: In house
Price: £25.99
Release: Out now

BUNNY

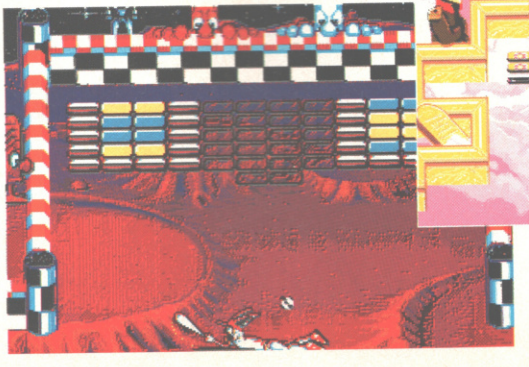
Let's get this straight. There's this rabbit and his girlfriend's

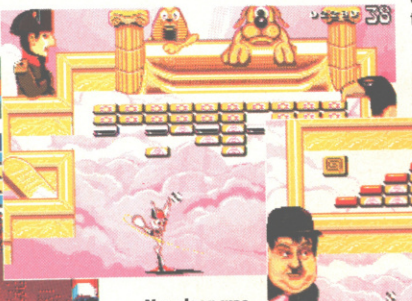


Bunny, Bunny, how do you like your eggs?

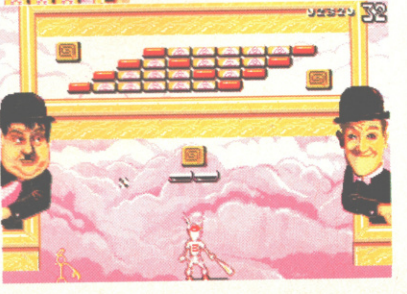
Don't don't you just love *Breakout*? That classic bat and ball game of yesteryear that inspired a whole generation of 8-bit owners to write their own crappy BASIC versions. It's also inspired a few software houses to offer their own interpretations with varying success.

The most famous of these came in the form of *Arkanoid* and *Arkanoid 2 – Revenge of Doh*, which transferred the pile of blocks to outer space and threw in all kinds of space





Laurel and Hardy were named after our favourite wine bar.



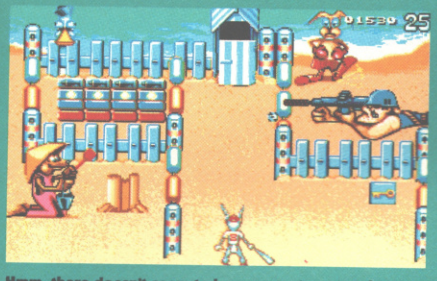
Napoleon was named after a very famous brand of French brandy.

screens, together with a bit of tactical analysis. So here are the first twelve screens in all their 'glory'. Enjoy...

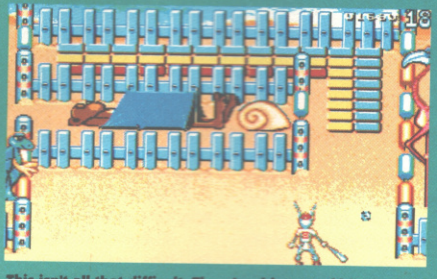
This one's actually not too hard. There's a fairly narrow space you have to direct the ball into, which is made into two very narrow spaces by a mole with spinny, turny hands which makes regular appearance in the middle of it. Once you get the angle right, get under the ball and use a series of Super Strikes to break all the way through.

Nasty. There are two spaces you can play the ball through to reach the blocks, and once you get there you can expect to take out quite a few of the little rectangles. The metal blocks in the centre prevents it from being that easy, as do the metal gates that slide back and forth blocking the gaps. Not difficult, just nasty.

This screen is easy as far as getting rid of the bricks is concerned. There's only a few of them, they're laid out in a convenient manner, with no niggly hazards making life difficult. What does make life difficult is the donkey throwing hamburgers. They kill on contact. So you've got to avoid them. While trying not to avoid the ball. Aaargh.



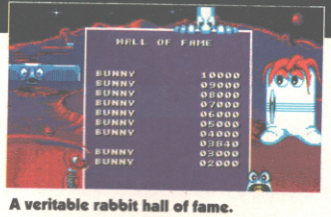
Hmm, there doesn't seem to be any way to get at those blocks. But that soldier seems to be pointing his gun in the right direction. And there's a key on the right. I wonder what's in the beach hut? (Hints and tips, we got 'em.) Once you can get at the blocks, clearing them away is no problem. Apart from... no, find out for yourself.



This isn't all that difficult. There's a big row of blocks you can only get at from one direction, and they're partly obscured by a fence, but this isn't all that difficult. There's a very long and low fence for the ball to rebound off, and lots of precise strikes are necessary to clear a path through all the blocks. But this isn't all that difficult.

Apart from strange things appearing out of the ground, this is a fairly conventional screen. There're lots of blocks to get rid of, but they're all easily accessible. A rare opportunity to clear two separate big groups of blocks. What's the tactic? Try to clear each lot in turn, or just take out blocks randomly. The choice is yours...

BRICKS



A veritable rabbit hall of fame.

missing and he's going to get her back by playing baseball.

artefacts: lasers, bombs – you know the sort of thing. And now French softie Silmarils offers us *Bunny Bricks*, described as a cross between *Breakout* and a baseball game.

"The control method is just too fiddly"

You play Bunny and, armed with only a baseball bat (and few collectable extras), you have to clear away loads of screens full of loads of blocks. It isn't easy, partly because of the tricky control method. You often end up diving to the ground when you'd really prefer to be swinging the bat.

The bat has such a wide reach and the ball stays within strike distance for such a long time that a simple tactic soon emerges. Just stand in the centre of the screen, constantly swinging your bat, and only make a move when it becomes clear the ball isn't going to reach you unless you do (about one time in ten).

There are, of course, circumstances in which you need to hit the ball from a different place, to get it through a particular space for instance, but by and large the standing tactic is the best. Try to run ambitiously around the screen and you'll end up flapping at the air a lot.

Anything else? Not really. You can only move left to right along the bottom of the screen, you have three different ways to hit the ball, there's some sort of plot involving your bunny girlfriend being kidnapped (that's original) and you'll learn more from eyeing up our guide to the first few screens. Up there.

● *ADAM PETERS*

As the piggy umpire and baseball playing dog look on, all you can do is start again... if you can be bothered.

UPPERS Lovely animation, bright and cheery graphics, and a fairly original combination of two different types of game. A good idea...

DOWNERS ...not. The control method is just too fiddly and it's best not to move very much. Everything's very repetitive, it's far too difficult, and it soon gets boring. After about 23 seconds, in fact.

THE BOTTOM LINE

Breakout was a great game largely because of its simplicity and its basic test of skill (perceive where the ball's likely to go and get there). *Bunny Bricks* somehow manages to lose all of that, becoming a very dull, convoluted mess. A nicely animated slice of boredom.

36 PERCENT

NO SECON

to motorbike sims.

It seems those clever Germans have turned their attentions

Game: No Second Prize
Publisher: Thalion
Authors: Erik Simon, Christian Jungen, Thorsten Mutschal and Matthias Steinwachs
Price: £25.99
Release: Out now
Other details: One meg. Not A600 compatible.

You may be aware by now, if you're a regular reader of AP, that I've recently become interested in motorbikes. Not passionately, you understand. Not in that obsessive, posters on the wall, books and magazines all over the house, only topic of conversation sort of way. I'm more your 'these motorbike things are quite a good idea' sort of a chap who's just realised how cheaply you can get around the place if you're prepared to get a bit cold and wet.

Nor, I have to say, am I obsessed by the idea of riding exceedingly quickly. Not for me the sleek race replicas with all their faring and hunch-backed riding positions. Give me a big fat tourer and some heated handlebar grips and I'll be as happy as, er... well, I'll be as happy as a Tim that just got a big fat tourer with heated grips.

"The world whizzed by at breathtaking speed"

Ah, yes, but I've racked my poor addled old brain and I can't think of a single thing that would make a game about riding around on a bike like that even remotely appealing. How, after all, can you make an entertainment about big fat bikes that don't go very fast and people that wear cowboy boots? You can't. So the next best thing for bike fans has to be a game about racing around jolly quickly. And that, oh dearly beloved, is exactly what *No Second Prize* is.

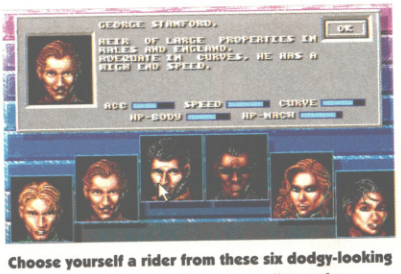
The game arrived while I was out of the office, so I came in late that night to play it. I loaded it up with no small amount of trepidation – I've tried this sort of thing before. The intro sequence looks particularly fabby – vector 3D a-go-go. But we've all seen groovy intros that belie the shoddiness of the game they prelude, so I kept my enthusiasm in check. Nice neat option screens let you choose whether to race, train, or load a saved season. Then you choose your rider. There are six, each with their own strengths and weaknesses (including a hit point system for the rider and their bike). So far, so ordinary. The enthusiasm was still there, just bubbling under the surface, but as yet there was no reason to run whooping around the office.

Just the track selection to go now and I can get on with some racing. If you're just practising, you can choose any of the 22 courses, but in a proper race season your choice is made for you. The tracks are familiar – Donnington Park, Thruxton, Hockenheim, etc – and there's plenty of info available on each. I chose Paul Ricard because it was a) the first one, and b) simple looking.

The race finally started. I couldn't believe my little eyes. What I thought I saw was a 3D world of shaded polygons that moved smoothly and realistically. But it couldn't be. That can't be done, can it? I mean, we've had countless games in here that use polygon 3D systems and they're slow and jerky and altogether not fun to play. Surely that's because silky smooth fast 3D isn't possible on an Amiga.

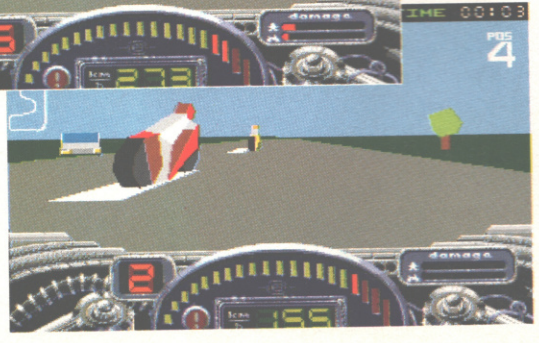
Another thing I thought I could see was a world whizzing past at breathtaking speed as if I were on a real bike. The white line down the centre of the road was shooting past in an alarmingly realistic way. And those trees – approaching slowly and then flashing out of sight on either side. This couldn't be right either. Surely things should just sort of blob past and you have imagine that it's a really convincing simulation. Maybe it's all just a dream.

Anyway, I played on even though I was worried that my old eyes were



Choose yourself a rider from these six dodgy-looking individuals. Old George is the best all-rounder.

A rare event (for me) – achieving the lap record at Mallory Park.



There are plenty of riders in the race. Your rivals are nice bright colours while the rest are black or brown.

VIDEO KILLED THE MOTORBIKE STAR

A freeze-frame moment from the great race. Our hero is about to plough into the back of one of the other riders at some considerable speed.

ND PRIZE

deceiving me. The control system for motorbike games is a tricky thing to get right. You can have the *Road Rash*-type joystick control that makes no claims to realistic simulation. Or you can have the hopelessly slippy-slidy *Red Zone* system that tries desperately to be realistic but just, frankly, gets on your wick. Or you can have the *No Second Prize* system which is mouse controlled and is so very nearly intuitive that you make allowances for it and blame yourself rather than the controls when you crash.

I have to own up at this point and say that I'm so stultifyingly bad at this game that, at the time of writing, I haven't actually finished a race without destroying my bike. But unlike some other games, this hasn't dampened my enthusiasm at all and I carry on playing, regardless of my total lack of ability, because it's fun.

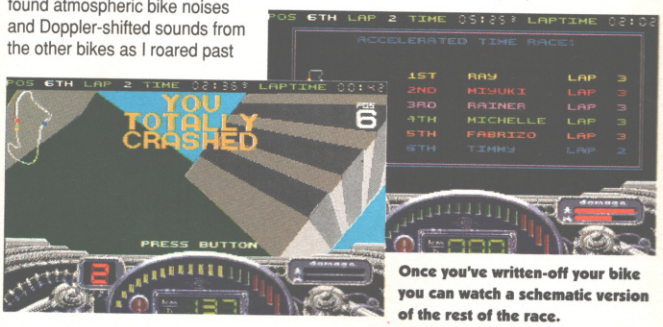
THE HILLS ARE ALIVE

As well as being not particularly good, I'm also one of those strange people that always turns the sound off when they play computer games – it's usually either dull and uninspiring or irritating beyond dreams of exasperation. Imagine my surprise, then, when I turned the sound up and found atmospheric bike noises and Doppler-shifted sounds from the other bikes as I roared past them. And the option-screen music? No plinky-plonky tat here, mate. There's a groovy tune with a '70s-style funk guitar riff that sounds most convincing in a vague Starsky And Hutch sort of way.

There's heaps of information on the screen, including an extremely helpful diagram (top left) of the race positions. Tim's quite a way back.

Just by way of showing off a bit, the programmers have included complicated pylons to show how good their 3D is.

Much is made in the instructions of the replay option. Oh, actually, before I tell you about that, I should mention that there is a plot of sorts lurking in the game – it's got something to do with two really great bikes being built and one of them being destroyed and some people who decide to have a contest to see who should have the remaining one and there's no second prize and... I lost interest and stopped reading at this point.



Once you've written-off your bike you can watch a schematic version of the rest of the race.

Anyway, back to the action replay. There are four cameras that shoot the action. One is on your bike; one races along beside your bike; one follows your bike from the middle of the track, or thereabouts; and the final one is in a helicopter (which you can see) and follows the race leader. At any point in the action you can get yourself a replay of the race so far by selecting one of the cameras (the race stops while you do so). Ah yes, but that's not the clever bit. Using the cursor keys you can fast-forward or rewind the recording to your favourite bit – the bit where you smash into one of the other riders and take them out of the race is always quite satisfying – and the speeded-up action is almost as smooth as the normal speed version. Astonishing.

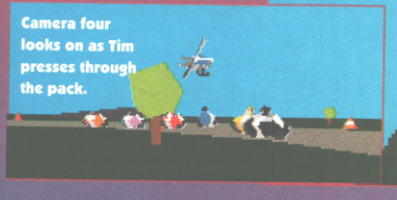
"It looks utterly fabulously smoothly groovy"

The only disappointment is that you can't use any of the external views while you're actually racing – you can only view things as seen from the handlebars of your bike. Still, how many times have you ever been driving down the street and been able to watch your bike/car from the outside? You'd need a particularly sophisticated radio control system, a stout rope and an especially rugged pair of roller skates. Or something. Wouldn't you?

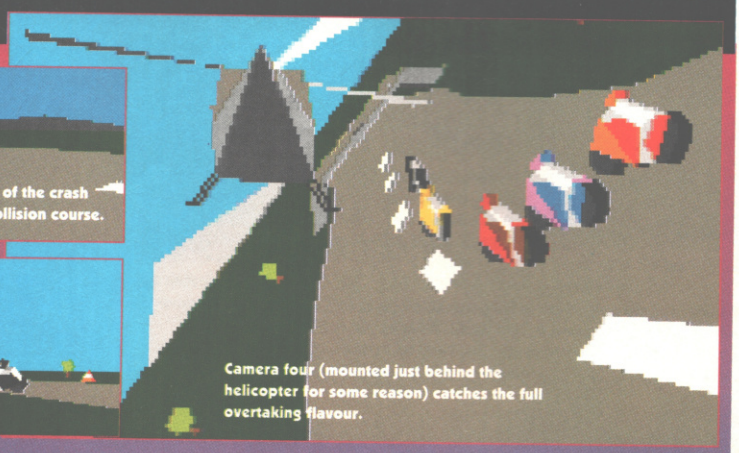
I checked with the rest of the team and it turns out my eyes hadn't, in fact, deceived me. *No Second Prize* looks utterly, fabulously, smoothly, wonderfully groovy. Well, that's probably veering a little towards hyperbole, but it does look and sound jolly good. It doesn't have much direct competition, so as a motorbike racer it's the best so far. But it's also sufficiently good that it stands up pretty well against more conventional four-wheeled racers.

● *TIM NORRIS*

This is the view from camera two of the crash incident – Tim's blue bike on a collision course.



Camera four looks on as Tim presses through the pack.



Camera four (mounted just behind the helicopter for some reason) catches the full overtaking flavour.

UPPERS It's got one of the smoothest polygon 3D systems we've seen for some time. It's fast and addictive, and fun to play even when you're losing. The control system is pretty intuitive. It sounds good. The replay option is excellent.

DOWNERS There's no outside view when you're racing. Er...

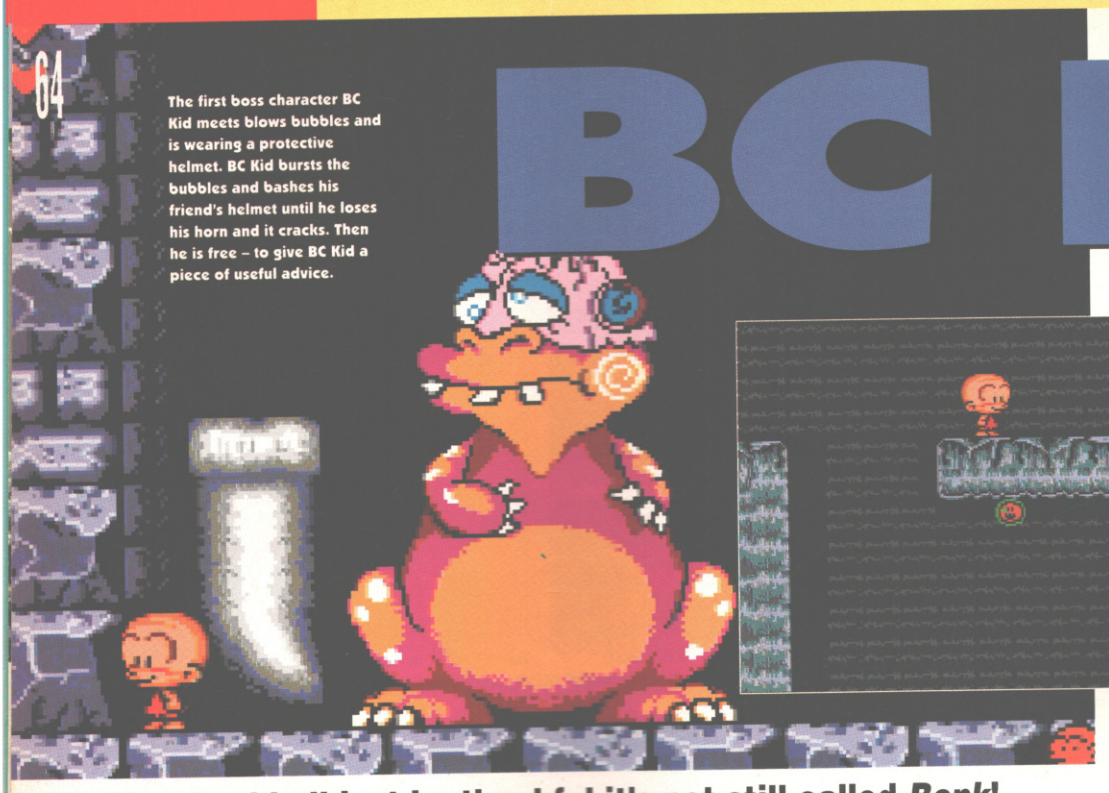
THE BOTTOM LINE

This is far and away the best 3D motorbike racing game money can buy. So if you want a motorbike racing game, then buy it.

84 PERCENT

BC KI

The first boss character BC Kid meets blows bubbles and is wearing a protective helmet. BC Kid bursts the bubbles and bashes his friend's helmet until he loses his horn and it cracks. Then he is free – to give BC Kid a piece of useful advice.



Later levels are a little more maze-like which means you can negotiate it via a route of your choice. Do you risk life and limb for the bonuses or take the safer spots? The points are useful for extra lives. I like having that element of freedom. It's a Very Good Thing.

We should all just be thankful it's not still called *Bonk*!

Game: BC Kid
Publisher: Ubi Soft
Price: £25.99
Authors: Hudson Soft (Original Version), Factor 5 (Conversion), Nils Meier (Code), Sven Meier (Graphics), Rudolf Stember & Chris Hulsbeck (Sound) & Others
Release: Out Now

Playing *BC Kid* it's easy to see where the inspiration came from for *Chuck Rock*. The prehistoric theme, the large dinosaurs, the interaction with the scenery... and more besides. You see, *BC Kid* is new to the Amiga but the run 'n' jump romp itself has been around for years on the PC Engine console. Just like *Dyna Blaster*.

BC Kid comes from the same stable as *Dyna Blaster* (and that old favourite *Stop The Express* on the Spectrum, come to think of it). It was known as *PC Kid* in Japan and *Bonk* (!) in the US.

"BC Kid's a right tasty run 'n' jump romp"

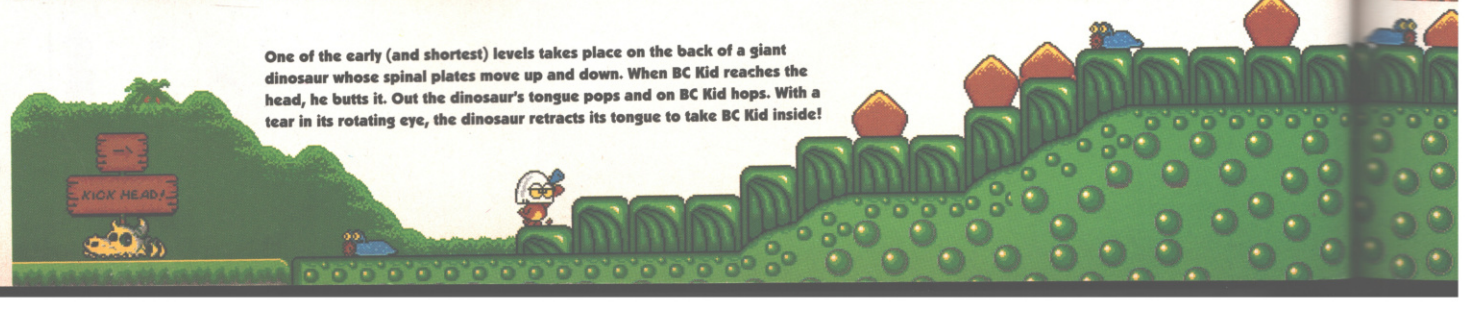
It seems that BC Kid's dinosaur chums have all gone mad. His best mates have turned into the boss characters encountered at the end of a level. Only BC Kid can free them from the spell and defeat the true enemy etc etc.

BC Kid's a right tasty run 'n' jump romp in the traditional Japanese style, ie, it's slick and playable and doesn't have stupid negative features like joystick control reversal and dangerous things to avoid picking up.

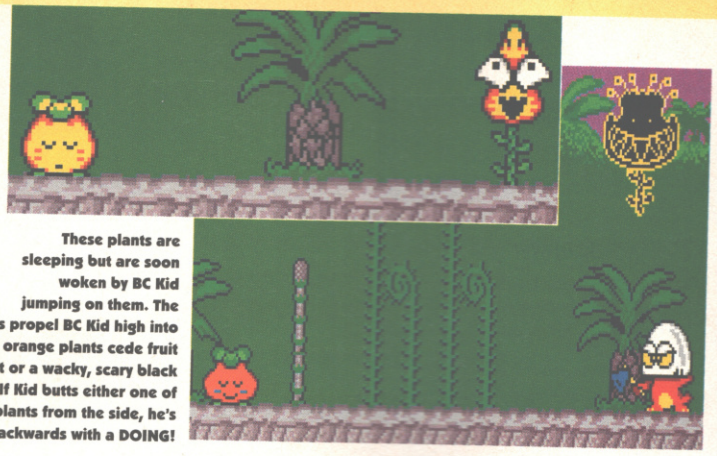
There are a great many reasons for liking *BC Kid* so much. It's immensely playable for a start, especially with a two-button joystick. (The Amiga can do it, so why not have an option for it when necessary?) It's also funny. It's funny to watch ugly bespectacled blue things trying to leap up after BC Kid on a higher platform, and funny to see BC Kid

Getting intimate with a blue dinosaur, BC Kid goes green with... greenness.

The wiggy dinosaur's advice was to butt the palm trees. When you do, they uproot and walk! It's handy way of picking up bonus tokens and avoiding danger spots below – such as the sand into which BC Kid sinks if he's not fleet of foot.



One of the early (and shortest) levels takes place on the back of a giant dinosaur whose spinal plates move up and down. When BC Kid reaches the head, he butts it. Out the dinosaur's tongue pops and on BC Kid hops. With a tear in its rotating eye, the dinosaur retracts its tongue to take BC Kid inside!



These plants are sleeping but are soon woken by BC Kid jumping on them. The yellow plants propel BC Kid high into the air. The orange plants cede fruit or meat or a wacky, scary black bouncy thing. If Kid butts either one of these plants from the side, he's bounced backwards with a DOING!

D

wince when he's hit. It's funny to see cacti performing the rumba(!) and funny to see BC Kid look right hacked off with a pout or stunned after head butting a rubber plant. I laughed rather a lot and I didn't cry with frustration when I died because it always feels as though it's your own fault and nothing to do with the programmers being such smug and inconsiderate so-and-sos.

BC Kid's packed to bursting point with neat playability touches (these aren't just frills) – far too many to cover in these pages, which is a great pity, but you should at least get the idea from the pictures shown.

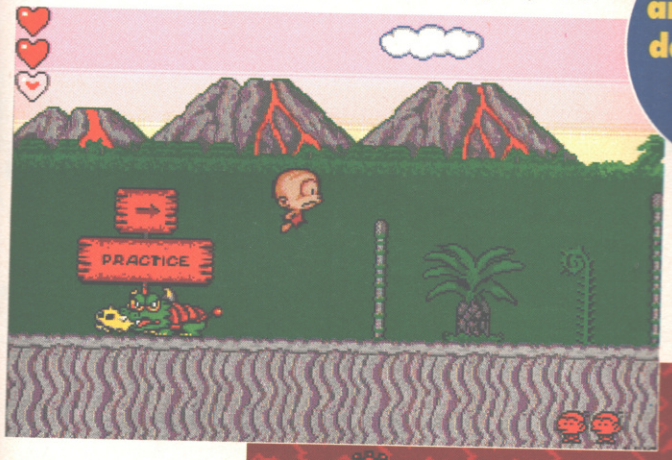
"There are days and days of solid fun to be had"

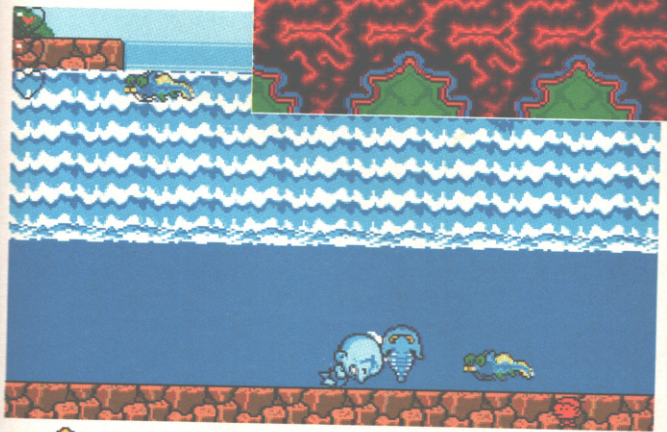
BC Kid is visually most appealing, even though the scenery's a little rough and ready or chunky at times. It's all so colourful and vivid and happy, I couldn't care less.

The use of sound is noteworthy, too. The music's brilliant – lots of jolly jungle juice, corky kettle drums and Casio VL Tone glockenspiel noises. All the tunes have nice names, too, like Sunbath, Coconut Attack, Wet Walls and Happy Hour, and you can hear all those and more from the options screen (spot that user-friendly console influence). Everything has an associated sound effect, which is a Good Thing. Take the mellow music combined with the sound of rushing water on The Falls level, and the crunching sound as Kid bites his way up the edge of a platform.

BC Kid's not so tough that it will tax inexperienced players to the point of giving up (actually, from level three onwards it's often a trifle tricky but everything has an apparent way through and nothing seems impossible), and hard men shouldn't find it a complete walkover. There are days and days of solid fun to be had at the very least. *BC Kid* is cheery, chucklesome, chipper. It's a slice of Japanese jollity sadly seldom seen on the European home computer systems, and one of the bes run 'n' jump romps available for the Amiga. Fact.

● *GARY PENN*





Above: The Kid in Charlie Brown mode. Right: BC Kid (with his unfeasibly large head) runs, jumps and never stands still.

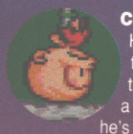
(The general consensus is that BC Kid's butting a trilobite. It's amazing the things you remember – Ed.)

FACE FACTS

What makes the BC Kid such a strong character is his range of silly expressions.

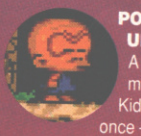
JUMPING! BC Kid looks concerned and his tongue pokes out as he falls.

HEAD BUTTING! BC Kid butts the thin air or leaps into it to perform a flying head butt.



CRUNCH! He misses his target and hits the ground with a bump. When he's angry, this manoeuvre temporarily stuns the creatures on screen.

CLIMBING! He grips the scenery with his teeth. A vein comes up on this head, too. What's neat is the way he can swing around to the other side of a thick tree trunk and continue his ascent.



POWERING UP! A small piece of meat beefs up Kid's powers once – and he blows his top. Afterwards, he looks mean. If he's hit, he doesn't lose energy – just his anger. When BC Kid eats a large piece of meat or a second small piece in succession, he goes all the way and is granted temporary invincibility. Other foodstuffs he collects simply boost his energy.

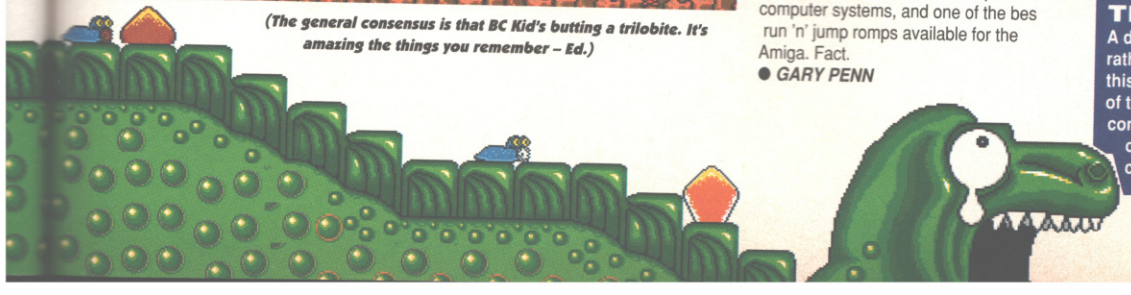
UPPERS Cute and colourful, and packed with neat touches, top tunes, solid sounds and playability. Who could ask for anything more?

DOWNERS It does look a little rough in parts, but I actually like its childish sense of style, so there.

THE BOTTOM LINE

A doozy. Although apparently all rather simplistic, it has to be rated this highly because not only is it one of the most well-rounded and complete games ever seen on the Amiga, it's completely lovable too.

89 PERCENT



ACTI
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THE WORLDS M
CARTRIDGE IS N

NOW WITH A MASSI VE
IN ROM OFFERING A
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E

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

● **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW **SUPER POWERFUL TRAINER MODE -**
now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

● **IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

● **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER.**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

● **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE -**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

● **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

NEW **MANY MORE INSTANT CLI COMMANDS -**
like Rename, Relabel, Copy, etc.

● **RESTART THE PROGRAM**
Simply press any key and the program will continue where you left off.

● **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

● **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

● **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

● **AUTOFIRE MANAGER**
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

● **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTOR -**
if you enter a command without a filename, then a file requestor is displayed.

● **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

● **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

NEW **PLUS IMPROVED DEBUGGER COMMANDS -**
including Mem Watch Points and Trace.

● **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.

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AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM

NEW **SET MAP -** allows you to Load/Save/Edit a Keymap.

● **PREFERENCES**

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

NEW **IMPROVED PRINTER SUPPORT -** including compressed/small character command.

● **DISK MONITOR**

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

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● Full M68000 Assembler/Disassembler ● Full screen editor ● Load/Save block ● Write String to memory ● Jump to specific address ● Show Ram as text ● Show frozen picture ● Play resident sample ● Show and edit all CPU registers and flag ● Calculator ● Help command ● Full search feature ● Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers! ● Notepad ● Disk handling - show actual track, Disk Sync. pattern etc. ● Dynamic Breakpoint handling ● Show memory as HEX, ASCII, Assembler, Decimal ● Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR DE-BUGGING OR JUST THE INQUISITIVE!

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From the programmers of 'DUNE'

KGB

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COMPLETE control

If you're stuck, confused or just plain lazy, this is the place to come for tips, cheats and playing guides. Big Jonathan Davies presides over the fun.

HOOK

(Ocean)

Go into the Bait and Tackle, suggests Chris White of Barnsley, and pick up the mug next to the candle. Then keep doing 'pick up' in the space where the mug was and you'll get all the items you need to complete the game.

In 1904 James Matthew Barrie wrote a play for children about a boy who never grew up. It was called Peter Pan.

MIGHT AND MAGIC III

(New World Computing)

The Magi were the priests of the Zoroastrian religion of ancient Persia (now Iran).

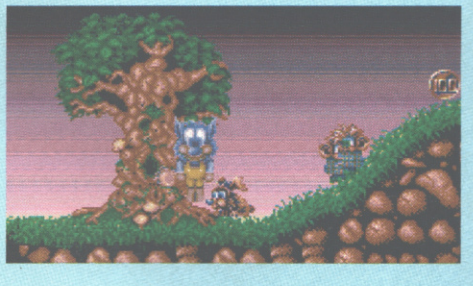
Here are some teleporter codes, so you can teleport to places. They were sent in by Andre Plassmeier, who lives in Osnabruck. Osnabruck is in Germany.

HOME
SEADOG
FREEMAN
DOOMED
REDHOT
AIR
WATER
FIRE
EARTH

FIRE AND ICE

(Renegade)

If you're still struggling, despite our definitive guide, try this suggestion from Greg Dowsins of Brighton: Type in 'COOL' and press Return.



The coyote (*canis latrans*) is a wild dog native to North America.

WIZKID

(Ocean)

Mount Rushmore, South Dakota – carved 1925-41 by Gutzon Borglum.

Here's a 'sort of cheat' from Alister Jones of Barnstaple. Go to the shop with all five stars and over a hundred quid, and buy another star. You'll get an extra hundred pounds. You can achieve the same buy getting the balloon back to the shop and buying another star. This can be done as many times as you want. 'I was going to give you all the puzzle solutions,' says Alister,'but I'm feeling tight so you can wait for someone else to send them in.' Well that's not very nice, is it?

PREMIERE

(Core Design)

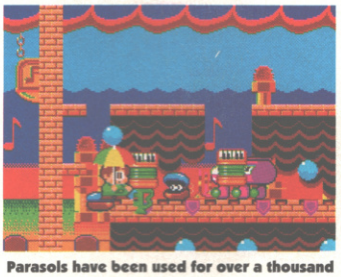
On the title screen – the one where it says 'Press Fire to roll cameras' – type 'SPARKPLUGS' You should then get a cheat screen. Start the game and you'll be able to skip levels by pressing the grey '/' key on the pad on the very right of your keyboard. (Unless you've got an Amiga 600, of course...)

One of the first films with a plot was an 11 minute western made in 1903. It was called The Great Train Robbery.

PARASOL STARS

(Ocean)

If, in common with a number of other people, you're having trouble with the various *Parasol Stars* cheats we've printed over the months, try this one from Shane Williams of Runcorn. Start a one-player game and plug the mouse into player two's socket. Press the right button on the mouse to clear a level.



Parasols have been used for over a thousand years. They were symbols of power in Egypt.

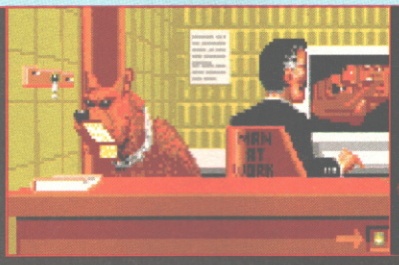
ACTION REPLAY POKES

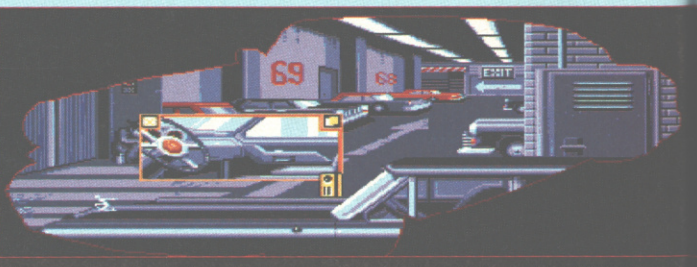
If it's an Action Replay poke you're after, you've turned to the right page. Because here are some Action Replay pokes. (Unfortunately there aren't very many. And you will, of course, need an Action Replay cartridge to get them working.)

Crazy Cars III 130D3 boost
D/Generation C2F210 lives
First Samurai C849 lives
Gauntlet 3 1D0DD energy 1D0D7 score 1D0E3 potions
Oh No! More Lemmings 9D74 climbers 9D87 floaters 9D7B bombers 9D83 blockers 9D81 builders 9D83 bashers 9D89 miners 9D7D diggers
Populous II C592D5 experience points

Thanks very much indeed to Brendan McCrystal, D Zasikowski.

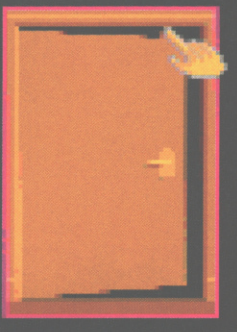
5. QUL





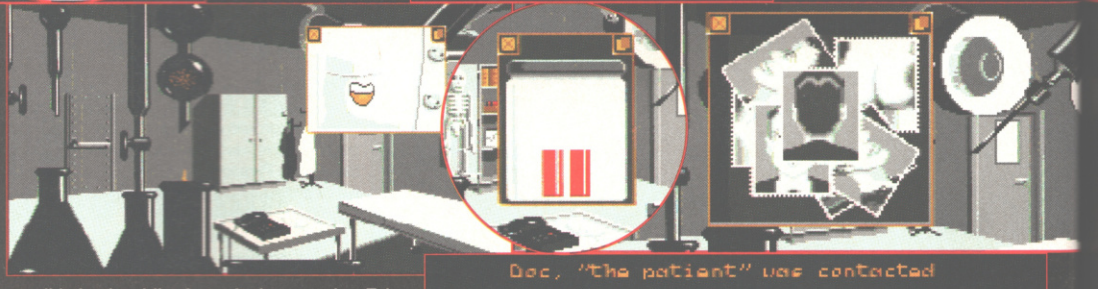
Now go to the QUL building, but, before entering, go into the telephone booth outside. Phone Miller and he'll tell you the entry code for the building. Now go into QUL. The security guard isn't very helpful and bars your way, telling you that Mr Miller hasn't been in all day. Try to get that key off the wall. The problem is the guard dog. Take care of him with that piece of sugar you took from the pool. Now get the key. It's a store room key. Leave the building and go back out onto the street. You'll see the parking lot sign. Go down into the parking lot and look for an entrance into the building. You'll find that the entry code mechanism not only needs the code that Miller gave you, but a key card too. Find the storeroom. Use your key to open the lock. It's dark so use the torch. Unhook the locker door. On the back is the cleaner's coat. Search the pocket, and you'll find the cleaner's car keys. Leave the store room and go back out into the parking lot. The cleaner's car is the red one. Go over and use the keys on the lock. It's jammed. Speak to the tramp and he'll tell you that a kick against the tyre is needed to unjam the door. In the car find the keycard by the seat. Leave the car and use the key card and entry code to get into Miller's office.

7. THE LINGERIE SHOP



Read the news on the table. Get some sexy underwear and check out each of the changing booths. You'll find a shoe and a piece of paper. Keep the shoe and read the information on the piece of paper. Find the private door and open it. Make sure you deactivate the bell before entering the storeroom. It'll be an early shower if you don't.

9. DOC'S LAB



Go down into the lab. In the corner by the far door you'll see a white coat hanging up. Check the pocket. First you'll find a surgeon's mask. Keep it. Secondly you'll find a key for the closet. Open up the closet. You'll find some photographs among the documents signed by Lou Dale, the same person responsible for the girlie photos in the magazine. Take the photos and then look for the glass jar. Inside the vacuum sealed jar you'll see two vials. Smash the jar with the shoe. Take the vials. Now go over to the answering machine. Rewind the tape and then play the messages. You'll learn that the baddies are already on to you. Rewind the tape once more and erase it, to cover your tracks. Now leave the lab and go back to the hotel.

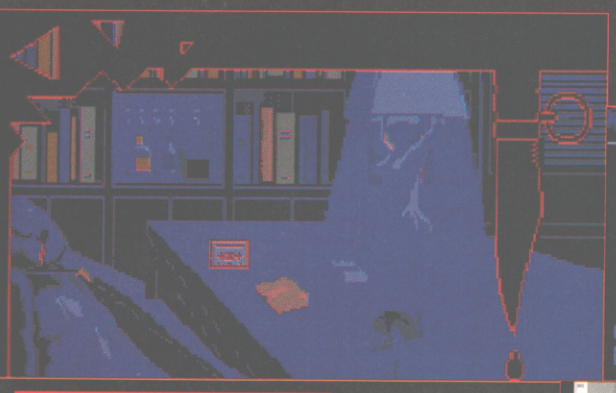
Doc, "the patient" was contacted just before the "clean-up operation". We picked up a call coming from the Seagull Hotel. We're going to search. Is amputation necessary, boss? Awaiting instructions...

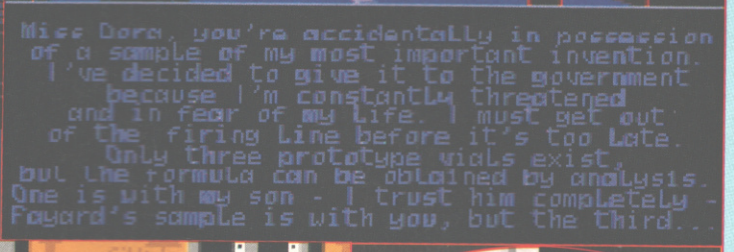
In Part two of our *Fascination* Tips Matt Squires gets to the bottom of things in

FASCIN

6. MILLER OFFICE

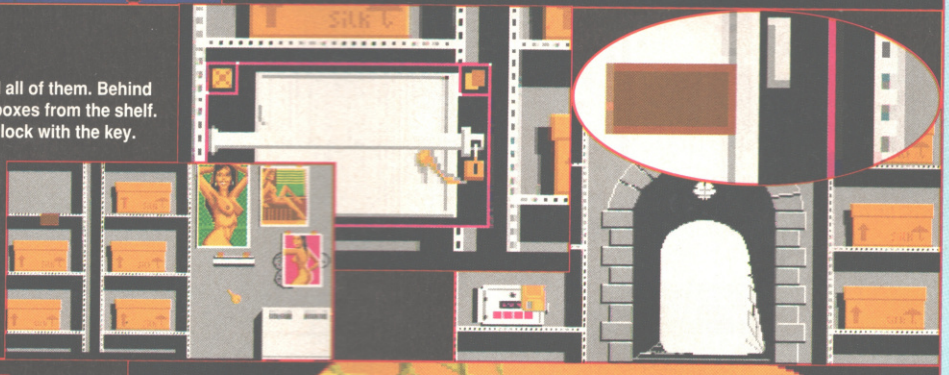
You'll find that Miller is no more – someone else got to him first. He now lies slumped, dead in front of his desk. Look everywhere for clues and information. Search his lapels. You'll find a silk handkerchief. Open it out on the desk. Inside is a microcassette. You must now find something to play it on. Search the bookshelf. Below the manual you'll find a spring. Trigger it to reveal a secret compartment. Pull the cable inside to find the dictaphone cassette player. It's solar operated, so turn the lamp button on. Ignore the nipple on the lamp – it's just another French pervy touch. Put the microcassette into the player. It reveals that two of the three remaining vials are being kept by the evil crook, Doc, somewhere below a lingerie shop. Now go to the lingerie shop.





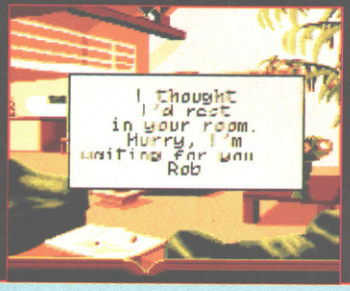
8. THE STOREROOM

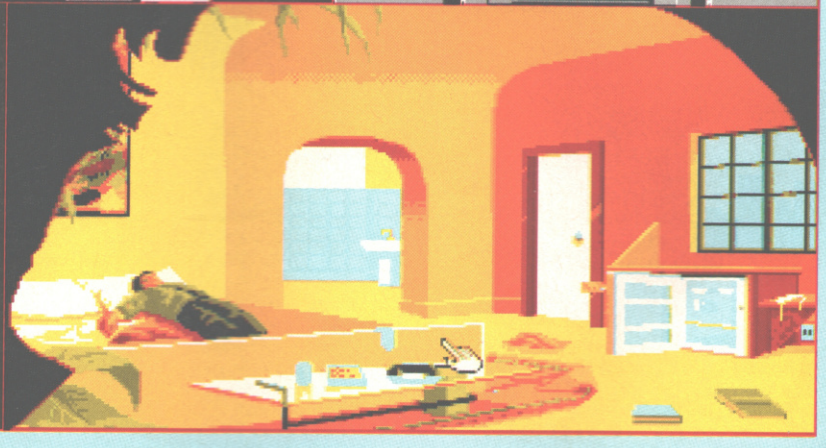
There're some posters on the wall. Look behind all of them. Behind one you'll find a padlock key. Now remove the boxes from the shelf. One of them will reveal the safe. Unlock the padlock with the key. Unjam the bar by hitting it with the stiletto shoe. Having problems pulling open the safe door? Use the magnetic tape above you on the shelf. Now all you need is a three letter combination. You'll find it in the newspaper you read in the shop – it's obvious really isn't it? Once you've got the right combination a secret door will open to reveal the evil Doc's hideaway laboratory.



10. BACK AT THE HOTEL

First go and talk to the receptionist. She'll tell you that someone's taken your key and left a message for you. A package has also been delivered and taken up to your room. Go up to your room – you'll find it looking like a bomb's hit it. It seems as though someone has ransacked the room, and... more next month.



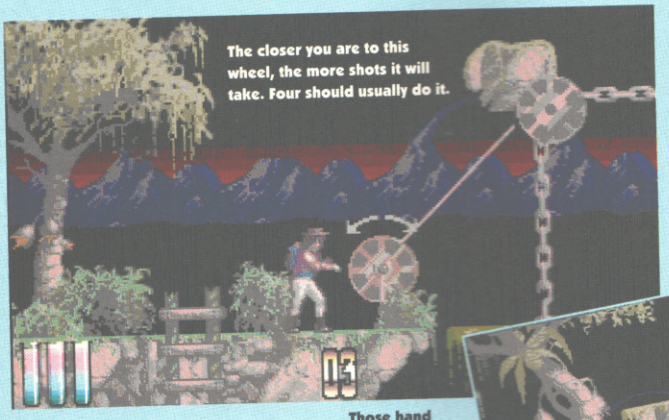


a lingerie store in an attempt to recover missing vials, and defeat the evil Doc.

NATION

SHADOW OF THE BEAST

Still stuck, for goodness' sake? Les Ellis puts on an adventuring hat and gets to grips with



The closer you are to this wheel, the more shots it will take. Four should usually do it.

Those hand grenades aren't there by coincidence, you know. Make sure you pick them up because you'll need them later.

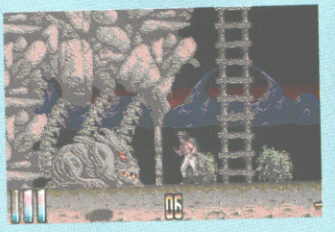
Aarbron is still stuck on Kara-Moon searching for a way to finally defeat the evil powers of Maletoth. Your plane has crashed and you have to search through the four corners of the land to find four items needed to kill Maletoth. As if finding the damn things wasn't hard enough you also have to solve loads of puzzles and kill loads of weird creatures (again). It's time to get beastly in *Beast III*. With a smile and a whistle, we bring you the solution to the first two levels of this monster game. Next month we'll bring you the conclusion to this nailbiting saga. Aren't we just lovely?

LEVEL ONE: The Forest of Zeak-res

You come under attack right from the start. Run to the right, and when you reach the trees jump up to shoot the plants. If you don't shoot any then make darn sure you avoid the purple splats that are fired at you. If you keep running to the right you'll come to a lift. Jump on it and shoot the switch once to make it rise. When it reaches the top, go to the right to collect the gold. Keep moving right and you'll come under attack from the goblins. Carve them up with your shurikens and keep moving right. Shoot the wheel until the platform comes level with the cliff top, it'll take three of four shots depending on how close you are to it. Run across the platforms and collect the grenades on the level above.

Change your weapon from the shurikens to the grenades and blow up the gun turrets on the moving platforms. Take care to jump up just before they shoot so that you don't get hit. Collect the key from the far platform and return to the starting platform. When it reaches the bottom jump off to the left. Now select the key by pressing F1 and use it on the door. Go inside to collect the gold. Get back on the platforms and jump over to the far one again. When it reaches the top jump right.

As you move right the goblins will come at you once again. Keep blasting away at them on the ladder and when there's a space jump to the bottom of the cliff. Continue running right shooting goblins as you go. Shoot the meat until it falls to the floor and push it to the right until it is under the swinging spiked block. On the way you will be able to pick up a gold key. Now run to the left shooting goblins until you reach a door with a weird creature locked behind it. You could shoot it but it has a better use. Use the key on the door and as soon as it opens jump onto the ladder. The creature will run out, when he does jump down and follow him to the right. The swinging block will kill him when he goes for the meat but you will be able to run straight by without getting hit. So run past and pick up the gold.

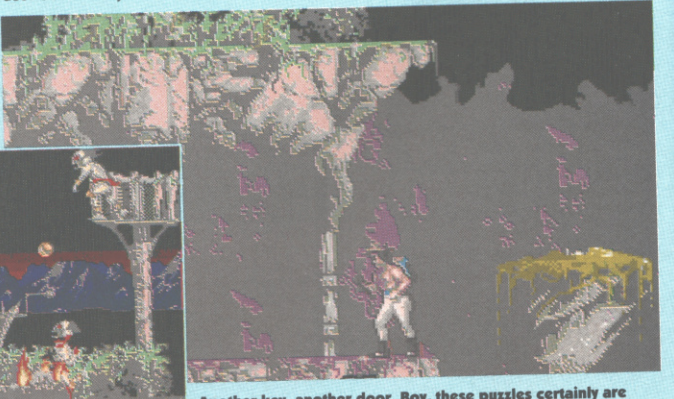


I've got a key, and there's the door, but I should get out of the way of that monster.

Jump up onto the jet platform and steer it to the left straight away. When it is on the left hand side stand in the middle to straighten it up. Now as you go up, the platform will pick up a rock on the way. When it reaches the top, run left taking the rock with you. Keep running left and the rock will get thrown onto a weighted platform. Jump after it and when it stops swinging, jump the gap to the left. Run left up the hill and blast the metal spikes as they appear on screen. Run past them after you have dealt with them. Keep doing this until you reach the peak of the hill. Keep running left over the bridge and onto the edge of the cliff. When the rocks start

Above: People should take more care over where they leave these rocks. Someone could trip over this one and hurt themselves.

The action hots up *(Oh for heaven's sake. – Ed)* as our intrepid hero steals the Sunday roast. Now where *is* that hungry monster?

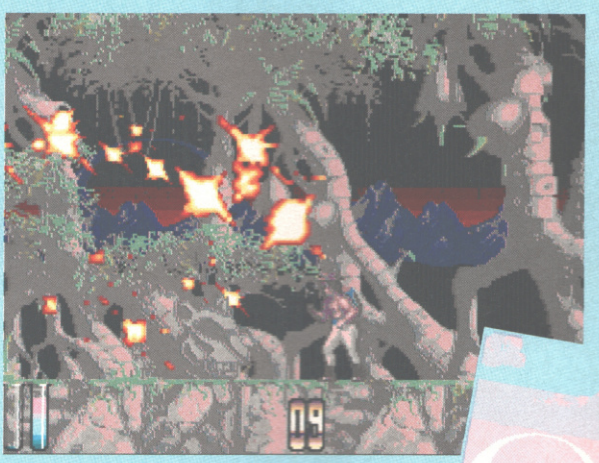


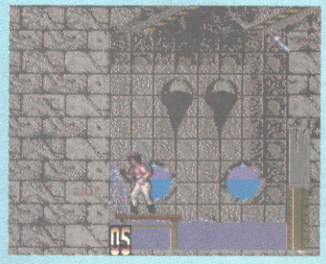
Another key, another door. Boy, these puzzles certainly are tough on the early levels.

OF III

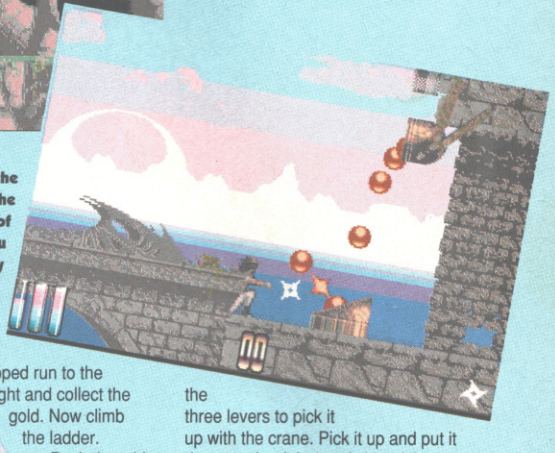
in that old *Beast* saga.

to g with the latest instalment

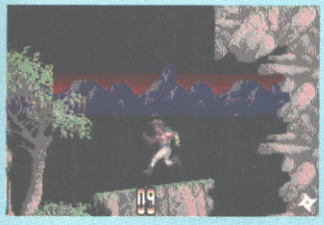




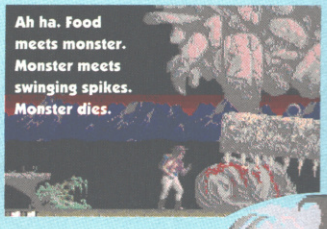
Time to get your feet wet – or maybe not if that table will float.



The end of one of the beasts and the discovery of one of the items you need to finally defeat Maletoth.



And someone could hurt themselves on this platform too.



Ah ha. Food meets monster. Monster meets swinging spikes. Monster dies.

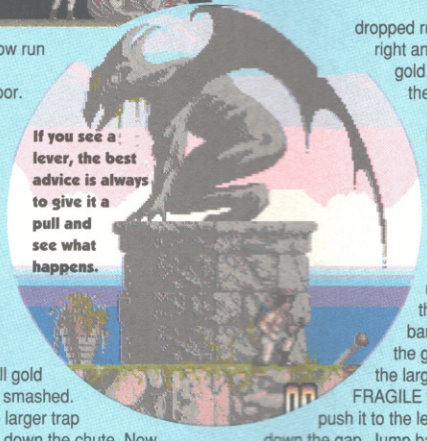
to crumble allow yourself to fall with them.

Run to the left and prepare for the end of level demon. When he fires jump up and then fire yourself. Keep doing this until he is totally destroyed. When he dies pick up his skull, this is the first item that you need to find to destroy Maletoth.

LEVEL TWO: Fort Dourmoor

Okay, so you took things easy on the first level, now it starts for real. At the start run right and shoot the switch to lower the drawbridge. Run right over it and jump over the wheel. Turn round and push it to the left until it attaches onto the battering ram. Now push the battering ram to the right until it smashes into the door. Wait for the door to get knocked down, dodging any fireballs that may come at you in the meantime. Run across the bridge and blast away at the trampoline that the balls bounce on. Now run right until you reach a trapdoor. Now turn left and shoot the bats. Run right to collect some lovely gold.

Ho hum, what next? Go left and allow yourself to fall into the small pit, now shoot the small gold block until it is smashed. Jump onto the larger trap door and slide down the chute. Now run right and jump over the table. Push it to the left into a larger room. Now jump on the table and duck. Blast away at the switch on the left hand side. When the table reaches the top shoot the switch on the right. When the water level has dropped run to the right and collect the gold. Now climb the ladder.

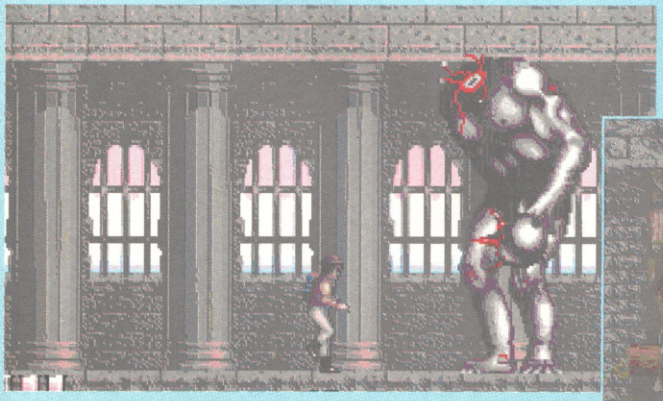


If you see a lever, the best advice is always to give it a pull and see what happens.

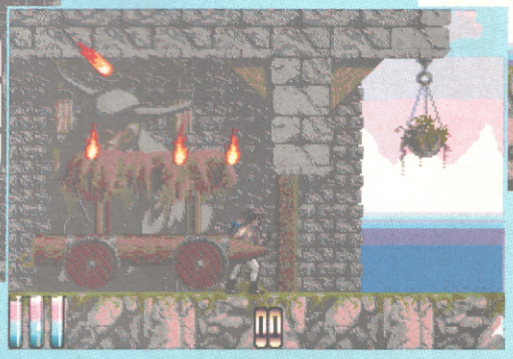
Push the table into the water (no respect for modern furniture these adventure chappies) and blast the monster throwing the barrels. Now jump the gap. Run behind the large crate with FRAGILE written on it and push it to the left until it falls down the gap. Jump back across the gap and climb down the ladder. Blast the crate until it splinters and covers the water with bits of broken wood that float. Jump across the water using these planks as supports. Carry on to the right and fall down the pit. Jump over the barrel and over the pit. See that red creature pulling the levers? You want to kill him you do. Make sure that the crane doesn't get you while you're doing this. Now you can push the barrel to the edge of the gap and use the three levers to pick it up with the crane. Pick it up and put it down on the right-hand side of the conveyor belt.

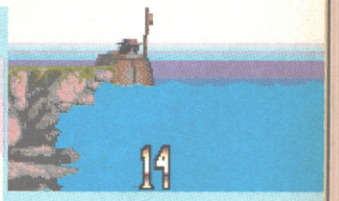
Go down the ladder and shoot the trap door on the left. Leave the door on the right open and whatever you do don't shoot the monster. Climb to the top of the ladder and go to the right. Kill the headless creature by jumping up and shooting it in the neck. After he croaks pick up the gold and the spiked ball. Now go all the way to the left and dodge the swinging ball and collect even more gold. Go back to the ladder and climb part way down. You'll be able to jump into the barrel. Shoot the switch to your right and pull down straight away to close the lid of the barrel. When it finally comes to a standstill jump out and run left. Next month we'll take you to the end of the *Beast* saga once and for all. ●

Near the end of your quest... well this part of it anyway. Look out for more in next month's thrilling installment.



A headless monster with a huge chainball. The neck is the only weak spot but it's nothing to lose your head over.





Repair the battering ram and use it to knock rather heavily on this door. Keep an eye on the fireballs as well.

USELESS?

Then you need...

THE LAST RESORT

with Jonathan Davies

Stop waving that St George Cross at Stuart Campbell! Whatever your gaming problem, it's possible Jonathan Davies might be able to help...

Chances are you turned to The Last Resort for a reason. Maybe you're stuck in a game, and you're looking for the address to send your problem to. Maybe you're hoping that a question you've already asked has been answered, either by me (ho ho) or by a helpful reader. Maybe you're feeling a bit helpful yourself, and you're looking to see if you can assist anyone else. Or maybe you derive some perverse pleasure from seeing other people in trouble. Whatever you're doing here, I bid you welcome, and I sincerely hope you enjoy reading the next two pages as much as I enjoyed writing them.

LOOSE ENDS

Look, I'm sorry, okay? Please write in if you can answer any of the following.

Q "How the dickens do you get past area 2-2 in ZOOL?"
Chris Papadopoulos, London

Q "In GRAHAM TAYLOR'S, I keep getting relegated after a brilliant start. What am I doing wrong?"
David Harrison, Preston

Q "Does anyone out there know how to get past the bear in SPELLBOUND DIZZY?"
Daniel Haydock, Bolton

Q "In SEYMOUR GOES TO HOLLYWOOD: how do you get to Ping; how do you open the safe; and how do you get past the leid? And what are the playing cards, the mallet, the coins, the Oscars, the ball, the potion, the dagger, the gloves and the arrest warrant for?" *(It would seem that you're pretty stuck then. – Ed)*
Jamie Watkins, Saltford

Q "I'm stuck on level three (I think!) of the Fish Tower in EYE OF THE BEHOLDER. What items do the Riddling Mouths want, and how do you open the jammed door?"
A Macdonald, Devon

Q "How do you get past the red stones bit on level four of BART VERSUS THE SPACE MUTANTS?"
Jamie, aged 7

Q "Where do I go on level three of RICK DANGEROUS 2?"
John Martin, Chippenham

Q "Fagranc, level three of LEGEND: I'm stuck in the room with the notice that says 'Come and see me at the lower K'. I need a skull key."
Gus Svensson, London

Q "I'm stuck on level six of ELF. I keep giving the old man all the machine parts, but he just takes them and that's it."
C J Bush, Riversdale, New Zealand

Q "In SUSPICIOUS CARGO, I'm unable to outrun the police frigate chasing my ship because even after I've run into a bypass I still can't enter into hyperspace because the controls are busted. How can I escape being exploded for the 364th time?"
Andrew Craig, Liverpool

Q "I'm stuck on level two of FIRST SAMURAI. I've collected four special items but can't find anywhere to get through to the next bit where the bucket is (or whatever it is)."
I Campbell, Argyll

Q "On level seven of PRINCE OF PERSIA there are two doors and one of them is open. You have to go down with a loose tile, but when it hits the floor the door closes and there's nowhere else to go. What do I do?"
Mark Williamson, York

Q "How do you get past the twelfth level of GUY SPY (the one where you run along the path with a bow and arrow while the natives lob arrows at you)? I run along and jump the pits, but always get killed by a blowpipe in the end. It may be that I'm just crap, in which case is there a cheat?"
Robert Watson, Glasgow

Q "How the hell do you save the dolphins on the water level of CAPTAIN PLANET?"
Howard Joseph, Ceybourne

Q "On SPELLBOUND DIZZY, how do you get through the water without dying? And what is the brake-shoe for?"
John and Simon Halliwell, Castletown, I.O.M.

Q "I don't know what the sonic blaster does or where to use it in DEUTEROS. The explanation given by the scientists is worse than useless, and there's no way I can get the prison pod. Please help."
Robert Penn, High Wycombe

Q "How can I dispose of the train on level two of PREMIERE?"
Steven Roberts, Nottingham

Q "I'm stuck on the third quest of VENGEANCE OF EXCALIBUR. My party arrives at the City of Brass under Lancelot in good shape, beat up a few skeleton soldiers and then help Al Manser's army wipe out 1000 of the skinny thugs. To get Hayle's book I have to defeat the Djini, but my Djini refuses to emerge from his lamp."

CASES CLOSED

I might be able to handle it if I didn't have to print this bit, where knowledgeable and generally 'together' people write in and rub salt into my wounds.

LEGEND

Q Dries Terryn, from Belgium, was baffled by the room with lots of teleport spells on Fagranc level one.

A "Activate the first floor button. This gives you extra floor tiles on which you can walk around to the second floor button, avoiding all the teleport tiles. Once the second floor button is activated you can reach the door on the other side of the room that is locked with a ruby key. The ruby key is in the chest with the teleport spell in front of it. Simply open the chest from the side by clicking on the tile to the north of it."
Guss Svensson, London

Q Stuart Lucas of Bromley had ground to a halt in the Dark Tower, level one.

A "This is a tricky one – timing is very important. First place one of your men onto the teleport pad nearest the water. Next place another man about five squares along the water's edge from the first man. Get your mage to stand at the opposite corner from the teleport symbol. Let your mage cast Teleport at the symbol in the other corner. The spell will take about two seconds to reach the symbol. While it's travelling, click on your second man who is waiting at the water's edge and have him run to the pad with the first man standing on it. If your timing is right, he should arrive at the pad at the same time as the spell hits the symbol. The first man will be teleported across the water, and the second will be on the teleport pad. Repeat this so you have two men on the other side. Make sure there's always one man on the teleport pad. Press the button and a convenient bridge will appear."
A Ellis

SPIKE IN TRANSYLVANIA

Q Hywel Rees of Cardiff couldn't get past the castle guard.

A "It's simple, just put the bag of gold down by the guard."
Gordon, Guernsey

WONDERLAND

Q Lisa Cuckow (aged 11) couldn't get the treacle out of the treacle well.

A "Attach winch handle to winch. Get rope. Tie rope to cup. Drop rope. Turn winch handle clockwise. Turn winch handle anti-clockwise. Get cup. Untie cup. Drop rope."
Gavin Black, Kirkintilloch

Q Chris Thomson of Northampton was terribly close to the end of King's Castle level one, but couldn't open the door.

A "Once you're in you don't come out – you have to finish the whole thing and see what happens. Before you enter you need at least 700 of each ingredient, all the runes, any equipment you think you might need (mix up all the spells you use most – about 30 of each – before buying more ingredients). If any characters are nearly up to the next level, go and kick a few banners for the extra experience."
Stephen Mudie, RAF Abingdon

D/GENERATION

Q J Brooker of Newcastle was trying (and failing) to get a password from John of Maryland.

A "The password is 'DEATH'."
Mike Smith, Southampton

LEMMINGS

Q Stephen Moore, aged 11, was stuck on Mayhem level five – his bridge was too short.

A "You have to build five separate bridges on the bits underneath the home and turn the builders into blockers to stop the lemmings falling off."
Jack Young (aged nearly 8), London

CAPTAIN PLANET

Q 'Anon' couldn't get past the seals on the fire level of Captain Planet.

A "If you run into the seals with the Geo-cruiser, they'll move along the clouds. When they get to the ozone layer they'll stop at the holes. Fill in these holes with ozone, and keep pushing the seals until they get to the South Pole."
Rachel Kirby (aged 11), Leicester

FIRST SAMURAI

Q Stephen Moore couldn't find the exit at the end of level eight.

A "After killing the baddy, jump onto the right-hand side of the ladder and climb up."
Anthony Greenhalch, Wigan

If you still haven't seen me for the sham I really am, send your queries to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. That's the address if you can help out, too. (Please mark your letter 'Question' or 'Answer'.)

TURRICAN 2

Q "I'm not doing too well. I've tried a cheat where you press the Help key, then 4, then 2 and then Escape twice, but it doesn't work."
Mark Beharrell, Burnham-on-Crouch

A Try, instead, pressing Space on the title screen to get the music menu, and then pressing 1, 4, and 2, and then Escape twice.

WIZKID

Q "Could you send me a free copy of the game?"
Paul Mullineux, Lymm

A No.
Buy your own.

WILLY BEAMISH

Q "I'm trying to get the ferry working. I think I need the crowbar, but every time I get it the gang beats me up."
A Beavis, Lawford

A If you throw the bomb at them you should be okay.

FANTASY WORLD DIZZY

Q "How do I get past the Wide Eyed Dragon?"
G M Roe, Coedpoeth

A By making his eyes a bit less wide, of course (i.e. sending him to sleep). Give him the sleeping potion, which is on the pier with Dozy.

HOOK

Q "How do I get the third gold coin?"
Seth Godnik, Newtonhill by Stonehaven

A It's in the jacket, but getting the jacket is very tricky. Behind the square is a washing line pole and an anchor. Take them, and use the anchor on the anchor rope. Then go to the Bait and Tackle, and go upstairs and out the door.

Use the anchor and the piece of rope on the bit of wood above the clock. Then use them twice more, and you'll be able to swing across and back, getting the hat off the pirate. Then swing to the closed door and knock on it by using it. Swing back, and quickly go down the stairs and back to the bit behind the square. Use the washing pole on the jacket. Then look at the jacket to get another gold piece. If you don't do it all quickly enough you'll have to try again.

SHADOW OF THE BEAST II

Q "Can you tell me how can I get out of the goblin's dungeon?"
Jonathan Ducker, Whitstable

A Move the cursor over the jug and press 'O' to offer it to the guard. He'll fall asleep, giving you the opportunity to break down the door with your mace. When it breaks, quickly jump onto the chain and kill the guard at the top. Then go back down and kill the sleeping guard. Use his key to release to free the prisoner from the cell above yours.

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MORE THAN JUST A FLIGHT SIM

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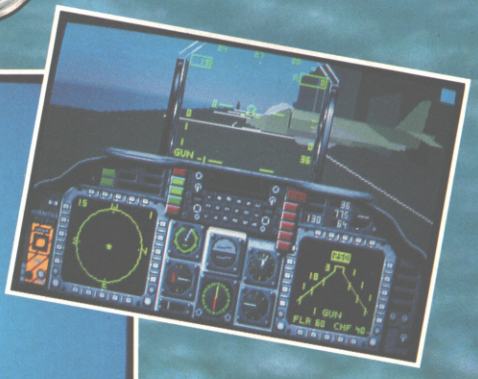

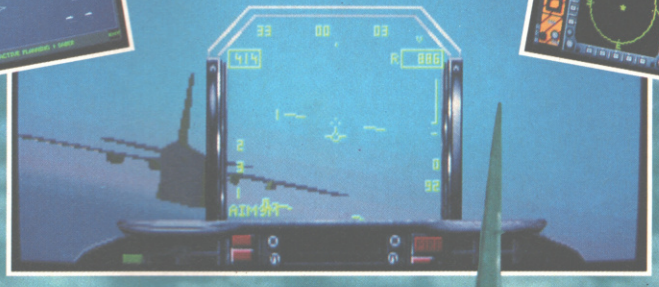

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SIMIS

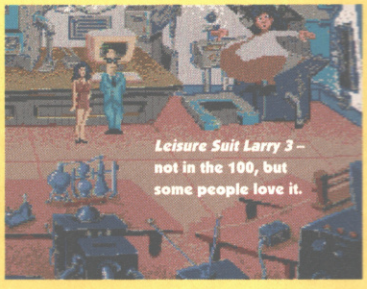
THE VOTES ARE IN!

The Readers' Top 100

The Exchange Rate Mechanism, eh? Don't you just – *(Stop! Stop right there Mr so-called Stuart Campbell! Any of your irrelevant tat in this feature – a single mention of the Gulf War, or even the slightest suggestion of comment on the furore surrounding Leeds United in the European Cup, or one solitary word on the re-release of all the Sex Pistols records – and you're completely and utterly fired. You've been warned. – Ed)* Oh. Um...

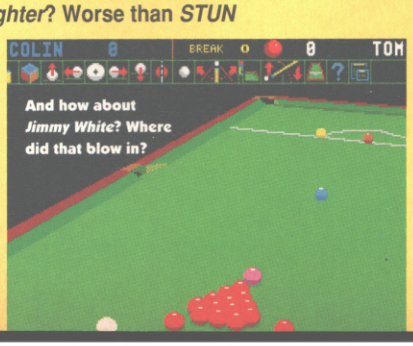
The Readers' All-Time Top 100, eh? Don't you just love it? Our Tim certainly does – he was the one who had the 'pleasure' of typing the thousands and thousands of votes into the spreadsheet program which finally told us what you, The Kids, consider to be the best 100 Amiga games in the history of, well, everything.

Actually, it did rather more than that. When we set up the survey, we were a bit worried that by only giving you ten games to list, we might have trouble getting a very wide spread of titles – there seemed to be a danger that you'd all take your choices from a hardcore of 30 or so titles that are obvious top-notchers. Perm any 10 from *Monkey Island, Lemmings, F1GP, Lotus II, Jimmy White's Whirlwind Snooker* and so on. We needn't have worried – when we drew a final veil over the counting process, we had a list comprising no less than 368 different games! (Mind you, the last 20 all had a single point, meaning one solitary person had voted for them in 10th place on their list. The gang included such illustrious classics (and no-so classics) as *Chase HQ, Torvak, Leisure Suit Larry 3, European Champions* and *Dragon Ninja*, as well as the more surprising likes of *Virus* and *Arkanoid 2*).



Unfortunately, a similar fate befell the 'Worst Game Ever' category, for which we also asked you to make nominations. It seems you've all got your own personal favourite turkeys, because hardly any games got more than one or two 'worst' votes. The only two which stood out at all (and even then we're still talking about single-figure numbers) were *Epic* and *Rainbow Islands*, and frankly if you voted for the latter you should be ashamed of yourself for being so tragically petty – you might well disagree with our judgement of it as current All-Time Number One, but let's be honest – the worst game of all time? Worse than *Street Fighter*? Worse than *STUN Runner*? Worse than *Teenage Mutant Hero Turtles*? Worse, come to that, than *Epic*?

So the 'Worst Game Ever' title goes unawarded. Never mind, eh? Let's forget all about it and get on with the bit you've all been waiting for – turn the page and herald what YOU think is the Best Amiga Game There's Ever Been...



THIS IS YOUR TOP 100

1 **Sensible Soccer (Renegade)**
2 Formula One Grand Prix (MicroProse)
3 Speedball 2 (Image Works)
4 Monkey Island (US Gold)
5 Monkey Island II: LeChuck's Revenge (US Gold)
6 Lemmings (Psygnosis)
7 Rainbow Islands (The Hit Squad)
8 Kick Off 2 (Anco)
9 Populous 2 (Electronic Arts)
10 Pinball Dreams (21st Century)
11 Mega lo Mania (Ubi Soft)
12 Jimmy White's Whirlwind Snooker (Virgin)
13 Lotus Turbo Challenge II (Gremlin)
14 PGA Tour Golf (Electronic Arts)
15 First Samurai (Ubi Soft)
16 Robocod (Millennium)
17 Sim City (Infogrames)
18 John Madden Football (Electronic Arts)
19 Lotus Esprit Turbo Challenge (Gremlin)
20 Project X (Team 17)
21 Stunt Car Racer (Kixx)
22 Prince Of Persia (Domark)
23 Knights Of The Sky (MicroProse)
24 Harlequin (Gremlin)
25 Eye Of The Beholder 2 (US Gold)
26 Another World (US Gold)
27 Heimdall (Core)
28 Dyna Blaster (Ubi Soft)
29 Jaguar XJ220 (Core)
30 Parasol Stars (Ocean)
31 Thunderhawk (Core)
32 SWIV (Kixx)
33 MicroProse Golf (MicroProse)
34 Eye Of The Beholder (US Gold)
35 The Blues Brothers (Titus)
36 Dungeon Master (Mirrorsoft)
37 Apidya (Play Byte)
38 Gods (Renegade)
39 Lure Of The Temptress (Virgin)
40 Addams Family (Ocean)
41 Crazy Cars III (Titus)
42 Pang (The Hit Squad)
43 Fire and Ice (Renegade)
44 F15 Strike Eagle 2 (MicroProse)
45 Legend (Mindscape)
46 IK+ (The Hit Squad)
47 D/Generation (Mindscape)
48 Super Twintris (PD)
49 Civilization (MicroProse)
50 Titus The Fox (Titus)
51 Rodland (Storm)
52 Player Manager (Anco)
53 Super Cars 2 (GBH)
54 Alien Breed (Team 17)
55 Cruise For A Corpse (US Gold)
56 Indianapolis 500 (Electronic Arts)
57 Hunter (Activision)
58 Bubble Bobble (The Hit Squad)
59 Turrican 2 (Rainbow Arts)
60 Exile (Audiogenic)
61 Powermonger (Electronic Arts)
62 Space Crusade (Gremlin)
63 Robocop 3 (Ocean)
64 F/A-18 Interceptor (Electronic Arts)
65 Elite (Firebird)
66 R-Type II (Activision)
67 Populous (Electronic Arts)
68 Silent Service 2 (MicroProse)
69 New Zealand Story (The Hit Squad)
70 Final Fight (US Gold)
71 Pacific Islands (Empire)
72 Vroom (Ubi Soft)
73 Wings (Cinemaware)
74 Birds Of Prey (Electronic Arts)
75 Man Utd Europe (Virgin)
76 Premiere (Core)
77 Pro Tennis Tour 2 (Ubi Soft)
78 Deuteros (Activision)
79 Super Off Road Racer (Virgin)
80 Railroad Tycoon (MicroProse)
81 F19 Stealth Fighter (MicroProse)
82 Chuck Rock (Core)
83 Striker (Rage)
84 Laser Squad (Blade)
85 Battle Isle (Ubi Soft)
86 Hero Quest (Gremlin)
87 Championship Manager (Domark)
88 F-29 Retaliator (Ocean)
89 Leander (Psygnosis)
90 Moonstone (Mindscape)
91 Head Over Heels (The Hit Squad)
92 Graham Taylor's Soccer Challenge (Krisalis)
93 Top Secret (PD)
94 Toki (Ocean)
95 Golden Axe (Virgin)
96 Armour Geddon (Psygnosis)
97 Silkworm (Virgin)
98 Indiana Jones And The Last Crusade (US Gold)
99 Black Crypt (Electronic Arts)
100 Ishar (Silmarils)

The READERS' TOP 100

THE EDITED

1 SENSIBLE SOCCER

2 FORMULA 1 GRAND PRIX

From start to finish, there were only really ever two names in the running for the readers' ultimate accolade. The lead swung crazily between these two games from Day One of the survey, with the margin separating them always very small indeed – at the death, a single vote for *F1GP* in first, second or third place would have turned the order around, but with 7.28% of the vote (after a bit of a late rush) compared to Sir Geoffrey's classic's 7.26%, the Sensible boys come out on top by the skin of the skin of their teeth. Vindication for us, too – *Sensible Soccer* is our (equal) highest-marked full-price game ever with 93%, while *F1GP* is the (equal) second-highest with 92%, so it looks as if we're doing something right.

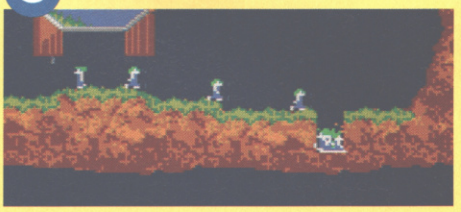
3 SPEEDBALL 2

Our own Number Three also, *Speedball 2* was comfortably in front of the rest of the pack, but a long way behind the two leaders, with 4.75% of the vote.

4 MONKEY ISLAND
5 MONKEY ISLAND 2

A bit of an upset here, with the original *Monkey Island* grabbing 4.01% of the vote, leaving its illustrious sequel trailing with 3.82%, despite most people apparently considering the sequel to be an improvement on the earlier title. The only reason we can see for the result turning out this way was that at £13 extra, *Monkey 2* didn't quite achieve the same fanbase as its predecessor, and hence was simply outgunned when it came to the voting (although it got half as many first-place votes again as *Monkey 1*, oddly).

6 LEMMINGS



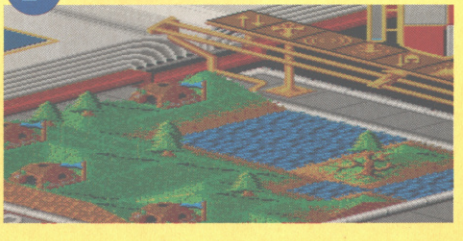
No surprises here with a high placing for what's maybe the Amiga's most original game ever, but the most interesting thing about the *Lemmings* vote (3.81%) was that it got by far the fewest first-place votes of anything in the top 10. It would seem that the little furry cuties have been surpassed by bigger and better things, but they've still got a very special place in the hearts of Amiga gamers.

7 RAINBOW ISLANDS

8 KICK OFF 2

Another surprise for the AP crew. Judging by our mailbag, practically every one of you disagreed with our choice of *Rainbow Islands* as our own All-Time Number One, so we were fully prepared to see a backlash relegate it to a low placing in your chart. What a pleasant surprise, then, to see it respectably ensconced in the top 10. A more predictable protest vote came in for *Kick Off 2* – it actually got more votes as No 1 than anything except the top two, but the numbers tailed off dramatically in the lower slots (just scraping 3.001% of the vote in the end), leading to the inevitable conclusion that people were simply putting it down as their favourite as a way of flicking up two fingers at us and our oft-stated dislike of the game. Ho hum.

9 POPULOUS 2



HIGHLIGHTS

The READERS' TOP 100

Our other equal-highest-marked game ever also made the top 10, which is pretty gratifying. And that's all we've got to say about it, really.

10 PINBALL DREAMS

The fact that this only made No 78 in our own top 100 can be attributed firmly to Matt 'But it's only a pinball game' Bielby. By far our most popular coverdisk demo ever, *Pinball Dreams* also got the most consistent vote in the survey, with its votes (2.86%) being spread almost equally across the first-place-to-10th-place categories. But just you wait for *Pinball Fantasies*...

13 LOTUS 2

19 LOTUS

A lasting favourite, but strangely *Lotus 2* only got one (one! Count, er, it!) vote in the first-place slot. The vast majority of *Lotus 2*'s points, bizarrely, came from a huge number of votes for it as the sixth-best game of all-time. Truly, statistics work in mysterious ways. As for *Lotus 1*, it was one of only two games in the top 40 not to get a single first-place vote (*Stunt Car Racer* being the other one), but a solid performance in all the other slots brought it through handsomely. Hurrah, we say.

28 DYNA BLASTER

Well, whoop-de-doo. Now why don't some of you actually go out and buy the bloody thing, hmm?

36 DUNGEON MASTER

Almost certainly the oldest game in the chart, this seminal RPG dates all the way from 1987 (or thereabouts). Is there really still anybody playing it out there?

46 IK+

Our own No40, and it's nice to see it still holding its own with the young guns after all these years. Long may it continue.

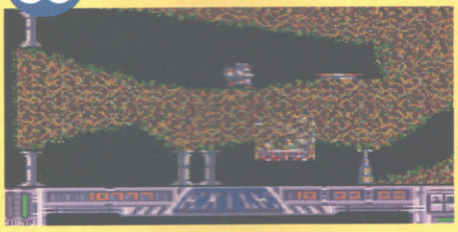
47 D/GENERATION

See *Dyna Blaster*.

48 SUPER TWINTRIS

Straight off that AP7 coverdisk, and straight into the chart, leaving the nearest 'official' *Tetris* title (*Super Tetris*) lagging a long way behind at 278, this goes to prove just how good free software can be. Get that back issue now!

60 EXILE



The AMIGA POWER team's favourite game of 1991, and possibly the greatest game never to sell a thousand copies. You really don't know what you're missing.

65 ELITE

The only competition for *Dungeon Master* as 'oldest game in the chart', David Braben's outer-space epic actually, amazingly, got more first-place votes than anything else lower than the 15th-placed *First Samurai*! Sadly, only eight other people voted for it at all, hence the less impressive final position.

73 WINGS

A bit of a relic, this, and with the likes of *Rocket Ranger* stranded back at No 200, something of a surprise entry. You never can tell, can you?

84 LASER SQUAD

Still one of the most fondly-loved games ever.

87 CHAMPIONSHIP MANAGER

Oh dear. Oh dear oh dear...

91 HEAD OVER HEELS

Well, at least it's in there somewhere, we suppose.

99 SILKWORM

The lowest-placed game in the 100 to get any first-place votes. The lowest-placed game in the whole chart to get any first-place votes was *Silent Service* at 193, which sadly didn't get any other votes of any kind at all.

100 ISHAR

Actually tied with *Captive* and *Myth* on 0.133% of the vote, but won the coveted 100th position by getting one more fifth-place vote than *Captive* (in the event of ties, we decided placings by putting the game with the most firsts highest, or failing that the most seconds and so on). Lucky old *Ishar*, eh?

AND THIS IS OUR TOP 100

1 **Rainbow Islands**
2 Formula One Grand Prix
3 Speedball 2: Brutal Deluxe
4 The Secret Of Monkey Island
5 Sim City
6 Mega lo Mania
7 Exile
8 Populous II
9 Knights Of The Sky
10 Jimmy White's Whirlwind Snooker
11 Lemmings
12 Prince Of Persia
13 Dyna Blaster
14 First Samurai
15 Harlequin
16 PGA Tour Golf
17 Ultima VI
18 Parasol Stars
19 Eye Of The Beholder
20 Another World
21 F-15 Strike Eagle II
22 Titus The Fox
23 John Madden Football
24 Hunter
25 Apidya
26 The Blues Brothers
27 Celtic Legends
28 Stunt Car Racer
29 Pang
30 Gem'X
31 Rodland
32 Switchblade II
33 Head Over Heels
34 Asteroids
35 Vroom
36 Nebulus
37 Bubble Bobble
38 SWIV
39 R-Type II
40 IK+
41 Virus
42 Lotus Turbo Challenge 2
43 Kick Off
44 Chuck Rock
45 Llamatron
46 Heimdall
47 Realms
48 Klax
49 Shadowlands
50 MicroProse Golf
51 Puzznic
52 Super Off-Road Racer
53 Super Twintris
54 Cruise For A Corpse
55 Laser Squad
56 Leander
57 Paradroid 90
58 Toki
59 Shanghai
60 Space Crusade
61 Gods
62 Silent Service II
63 Pacific Islands
64 F/A-18 Interceptor
65 Indiana Jones And The Last Crusade
66 Robocod
67 Thunderhawk
68 F-29 Retaliator
69 The New Zealand Story
70 Manchester United Europe
71 RoboCop 3
72 Storm Master
73 The Sentinel
74 Rugby: The World Cup
75 Spindizzy Worlds
76 E-Motion
77 Indianapolis 500: The Simulation
78 Pinball Dreams
79 Plotting
80 Final Fight
81 Carrier Command
82 Project X
83 Powermonger
84 Spot
85 Scooby And Scrappy Doo
86 Hero Quest
87 Pro Tennis II
88 Projectyle II
89 Tower Of Babel
90 Volfied
91 Kid Gloves
92 Super Hang-On
93 Supercars 2
94 Car-Vup
95 Deuteros
96 Photon Storm
97 Fantasy World Dizzy
98 Monster Business
99 Covert Action
100 Golden Axe

The READERS' TOP 100

THE AFTERMATH

THE FACTS, MA'AM, JUST THE FACTS

HIGHEST-PLACED SPORTS GAME:
Sensible Soccer (1)

HIGHEST-PLACED DRIVING GAME:
F1 Grand Prix (2)

HIGHEST-PLACED PUZZLE GAME:
Lemmings (6)

HIGHEST-PLACED PLATFORM GAME:
Rainbow Islands (7)

HIGHEST-PLACED 'STRATEGY' GAME:
Mega lo Mania (11)

HIGHEST-PLACED SHOOT-'EM-UP:
Project X (20)

HIGHEST-PLACED FLIGHT SIM:
Knights Of The Sky (23)

HIGHEST-PLACED RPG:
Eye Of The Beholder 2 (25)

HIGHEST-PLACED BEAT-'EM-UP:
IK+ (46)

HIGHEST-PLACED PD GAME:
Super Twintris (48)

HIGHEST-PLACED BUDGET GAME (ORIGINAL):
Head Over Heels (91)

HIGHEST-PLACED WARGAME:
Er...

MOST FIRST-PLACE VOTES:
Sensible Soccer (19.33% – F1GP 14.4%)

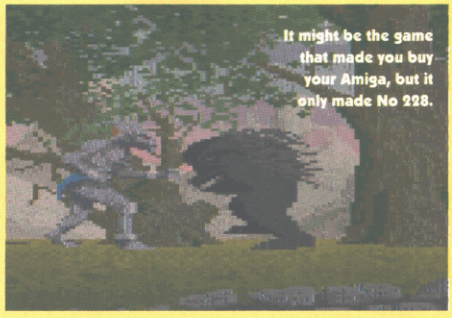
MOST 10TH-PLACE VOTES:
Lemmings/Pinball Dreams (3.35%)

HIGHEST-PLACED GAME WITH NO FIRST OR SECOND-PLACE VOTES AT ALL:
Stunt Car Racer (21)

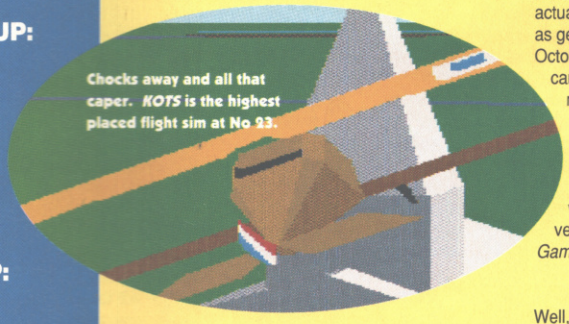
TOP SOFTWARE HOUSE:
MicroProse/US Gold (8 entries each)

BIGGEST 'AP CHART–READERS' CHART DISCREPANCY':
Pinball Dreams (78–10)

So there you have it. A few shocks, for sure, but all in all a pretty sound chart. But what about all your favourites that didn't make it? Where did they go? Well, we were certainly surprised that the famed adventurer Mr Richard Dangerous didn't show up in the final 100. Here at AMIGA POWER we've never cared too much for either of his games, but they've always been massively popular with the punters, so *Rick 2* only managing 157th place and its predecessor appearing at a lowly 176 made us sit up and go 'Blimey!' Another game that we don't like much but expected to see fairly high up was *Turrican*, but it got stuck at 104, and the game that probably sold half of the Amigas out there today, *Shadow Of The Beast II*, got left well behind even that at 228. Other one-time favourites fading badly included *Xenon 2* (106), *Battle Squadron* (134), *Carrier Command* (152), *Pipe Mania* (155), *Future Wars* (173), *The Killing Game Show* (204), *Operation Stealth* (209), *Gauntlet 2* (310), ex-Christmas No. 1 *WWF Wrestlemania* (331) and *MiG-29* (340).



It might be the game that made you buy your Amiga, but it only made No 228.



Chocks away and all that caper. *KOTS* is the highest placed flight sim at No 23.

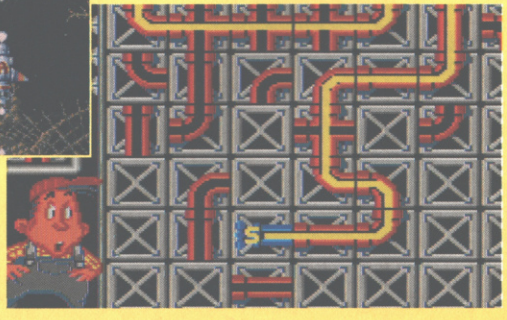
We also expected a better showing from the world of PD – while we didn't expect you lot to be sophisticated enough to appreciate the true beauty of our beloved *Asteroids*, we reckoned *Llamatron* and probably *Super Twintris* would be pretty safe bets to show their faces somewhere or other, but Jeff Minter's supreme blaster only climbed as far as 112 (immediately below *Bane Of The Cosmic Forge*, would you believe?), with *Twintris* the only decent show at 48. The only other PD game to make it into the top 100 was our own The Hidden coverdisk exclusive *Top Secret* at 90, but lower entries were achieved by *Bip* (154), *Asteroids* (177), *Smash TV: The Rip-Off* (189, just one place below *Epic*), *Dragon Tiles* (201 – the real *Shanghai* got to 158) and several more in the lower reaches.

None of those games, then, made it quite as high as *Wizkid*, placed at No 107. Strange, that, as at the time of receiving the votes for it, *Wizkid* hadn't actually been released... Mind you, it's not as strange as getting a vote for *Street Fighter 2*, as we did on October 1st from Andrew Ian of Stirling. There's one card that didn't make it into the draw for the monitor... Also coming under the 'clairvoyance at work' category were *Troddlers* (also not out until some time after its votes arrived) and *Locomotion* (at Nos 264 and 207 respectively), although we'll generously assume that those votes were based on our coverdisk demo versions. And where *The Unofficial Arbroath FC Game* (at 211) comes from is anyone's guess...

So how does your chart compare with ours? Well, pretty obviously, the Readers' version of the Top 100 is a bit biased towards the more commercially-successful titles, because more of you clearly have experience of games which lots of people bought, which is almost certainly why undeniably classic titles like *Gem'X* or *Shanghai* only made positions 178 and 158 respectively. Generally, though, we were quite surprised at how close together the two listings turned out to be. Only six games occupy exactly the same placings in both charts, but that includes the second, third and fourth-placed titles, which isn't so bad (the others being *F/A-18 Interceptor* at 64, *New Zealand Story* at 69 and *Hero Quest* at 86). Just 16 games appear in the Readers' 100 which were released at the time of the AP chart but not included in it, with another 19 placed in the Readers' chart which were released after our last listing was compiled.

So there you go. If you didn't like our chart, here's your own. If you don't like this one, it's your own bloody fault. Thank you, and good night.

Above: Famed shoot-'em-up, *Xenon 2* just failed to make the 100, barely blasting in at at a disappointing No 106.



Right: A plumb job, but *Pipe Mania* missed fame and glory by 55 places.

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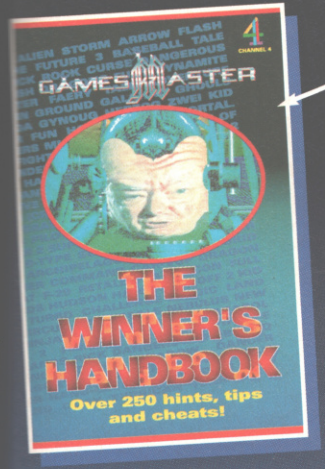

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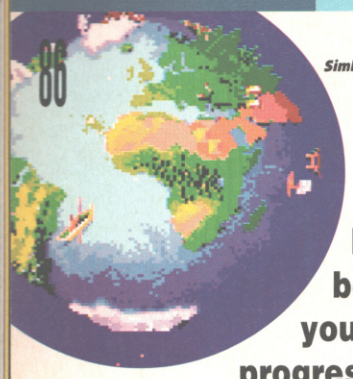


SimEarth – just the thing if you want to simulate earth.

GOOD N MAY YO GO WI YOU

DEFINITION OF sound

God simulations. Interactive goldfish bowls. Call them what you will. It was an obvious progression really – from controlling a single character to a whole population. It appears to be a new genre. The eighth joke. But basically the idea's nothing new, only the execution. Wargamers have been manipulating thousands of men for years.

It must be a right laugh playing god, right? Think of the omniscience. The omnipresence. The omnipotence. All that fear-induced adulation. Sure, it'd be great. But for how long? Absolute power is all very well but it has its limits. After years of complete control, the deity day drudgery of it all wears a little thin.

That's why god simulations have gone as far as they can go. For the time being, anyway. Strictly speaking, there's only so much that can be done. With a simulation of creation, the potential for playability – or any form of long-term interest for that matter – is virtually non-existent. Only when the technology can generate believable environments will viewing the fictitious formation of life prove absorbing.

In the meantime we have the likes of Denton Design's ***Eco*** to keep us amused. Or not. *Eco* was released by Ocean in 1987 and ended up on the front of a magazine a year or so later. How sad. In *Eco* you tweaked, in a very basic way, the genetic design of a life form and then attempted to keep your creation alive in its sparse wireframe environment, clinging to and (hopefully) climbing the rungs of the evolutionary ladder. It was about as exciting as watching grass grow.

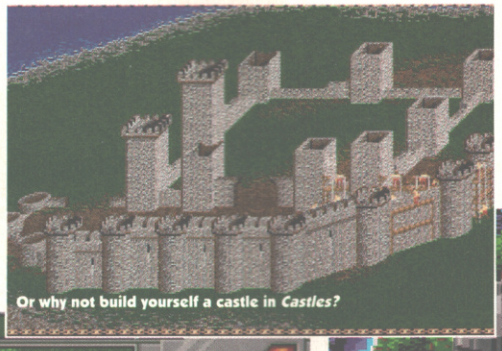
Populous on the other hand put the god simulation into god simulation. The product of a then near-anonymous Bullfrog, *Populous* had a look which made it a law unto itself (although despite its success, *Populous* hasn't actually been imitated that often). Here was a megalomaniac's dream come true: an interactive aquarium full of people. There were worlds to create and destroy, and godly disasters to unleash on unsuspecting populations. Haha!

On your tod, *Populous*' appeal wanes, even with the addition of 'new' worlds provided by data disks and the lacklustre *World Editor*. The two-player head-to-head action however had stamina, until its resolve was weakened by the appearance of the sequel. ***Populous II*** is more of the same, but bigger and better in every department, and that's all you need to know.

Lemmings – your mission, should you choose to accept it, is to keep the little rascals alive.

Between the *Populous* pair Bullfrog created ***Powermonger***. At first glance it's easy to mistake *Powermonger* for a beefed up *Populous*. And in many ways it is, being a more ambitious model of a functioning world. Every person in *Powermonger* has a simple personality and even a job and a name. But to no avail, for the playability suffers as a result of the meticulous attention to detail. Suffice it to say, the *World War I Edition* add-on disk for *Powermonger* doesn't merit any more than a name-check.

Let's hope Bullfrog don't make a

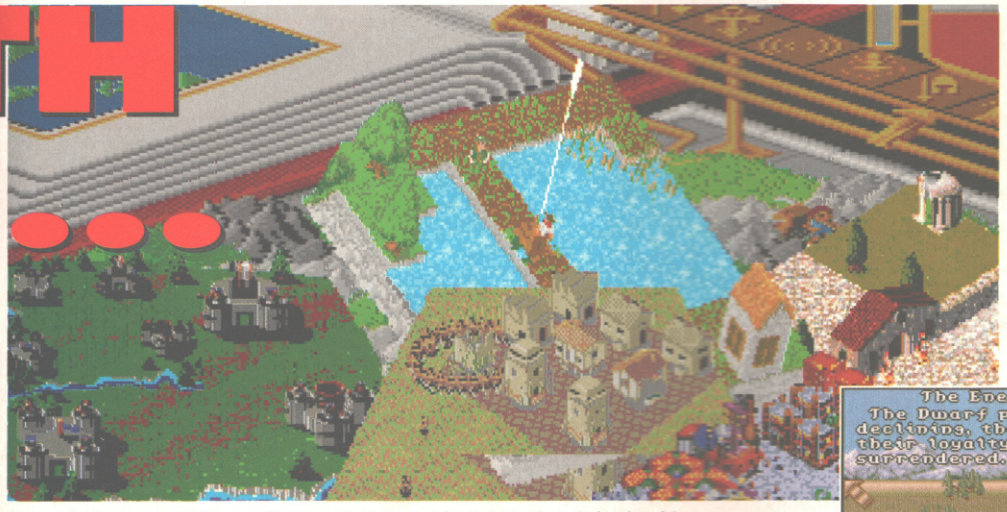


Or why not build yourself a castle in *Castles?*

Or go power crazy in Mega lo Mania.

Affect the globe in *Global Effect.*

NIGHT, & YOUR GOD TH U...



Ever wondered what would happen if you stuck all the god sims together? Confusing, isn't it?

mountain out of a molehill with their forthcoming ***Syndicate***, and the self-proclaimed "unique" ***Pip*** even.

Maxis' *Sim* series of god simulations – or 'software toys' as they prefer to call them – got off to an impressive start with ***Sim City***, a simulation of – no! – city building. *Sim City's* model concerns a less direct manipulation of life than *Eco*'s but is all the more playable for it. There are educational possibilities here, too, and the information should stick given that the pupils are learning by an entertaining example. A pity then that the overpriced *Sim City* expansion packs didn't capitalise on this.

Two years later and ***Sim Ant*** crawled out of the woodwork. Instead of manipulating a nation of people, a colony of black ants were in the player's hands. The itch-inducing insects were in competition with their red cousins for a patch of a back yard, tackling spiders and humans in the process. Well, that was one of four variations of the theme.

It could be fun to control your very own ant colony, to watch their behaviour and development and see them performing mundane tasks, from time to time throwing a few spanners in the works – how they'd deal with invasions from other insects for example – or providing them with 'missions'. You can do most of that with *Sim Ant*, but it's no fun.

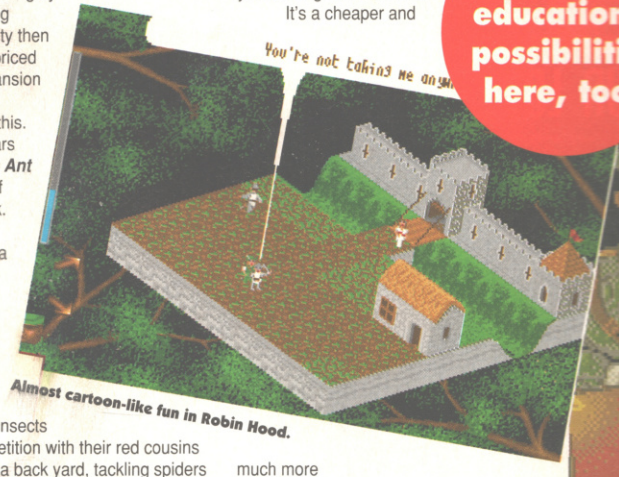
The biggest problem with *Sim Ant* (sluggish and ugly icon-based interface aside) is that there's naff-all playability in such a simulation. It could have worked as an educational form of interactive fish tank only if it looked real. Check out your back garden instead.

It's a cheaper and much more rewarding pastime than playing *Sim Ant*.

With their most recently released Amiga toy, ***SimEarth***, Maxis give you the world. The chance to shape it, make it or break it from key points in history, and with a respectful nod in the direction of James Lovelock's Gaia hypothesis. From the creation of continents and life forms to the moulding of atmospheric conditions, *SimEarth* has it all... almost.

Again, there's enormous educational potential but accessibility and playability evidently don't figure in the Maxis dictionary. In *SimEarth* there are many 'What

"There are educational possibilities here, too"



Almost cartoon-like fun in Robin Hood.

DEFINITION OF sound

If...?' situations to explore. What if humans never evolved? (*SimEarth* doesn't disappear unfortunately.) All the information you could ever wish for is included, too, with an on-line tutorial, in case you get too confused by it all.

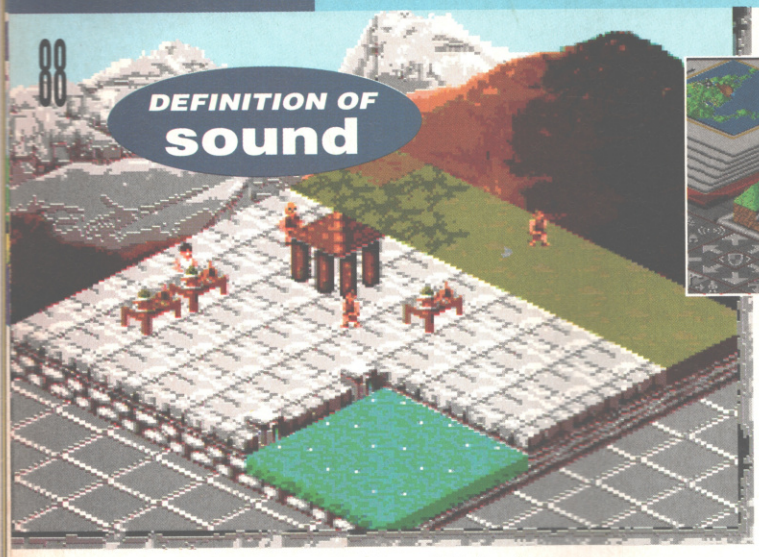
But there are too many variables to manipulate in an elegant or interesting way. *SimEarth* would work better on a beefier machine, but not much. The interface is simply not user-friendly enough. Let us pray that a SimUniverse isn't planned...

SimLife and ***SimFarm*** are on the cards though. So is ***A-Train***, which probably wasn't called SimTrain because it sounds so silly. The chances are, Maxis will have bitten off more than they can chew (again) with *SimLife*, and ploughing the fields and scattering the good seed on the land, regardless of *SimFarm*'s bent, is unlikely to prove any more entertaining either. At least there's hope for *A-Train*, provided it isn't overshadowed by the presence of the ageing ***Railroad Tycoon*** from MicroProse.

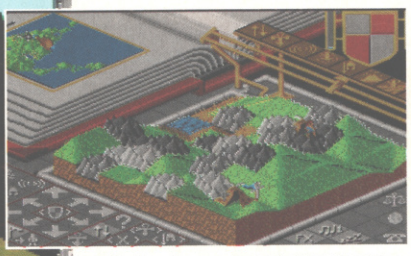
SimThis, SimThat – where will all end? With SimSim, simulating the creation of a god simulation? The whole Sim genre is neatly summed up by Sensible

'Raze city'? That's not a very civilised way to behave for a game called ***Civilization***.

Powermonger, The World War One Edition gets more than a name check.



Take control of the Roman Empire in Rome AD92. Now that's real power.



Take the chance actually to take the role of a god in *Populous*.

Software's ***SimBrick*** on AP13's special coverdisk. It's certainly no less interesting than most other Sims to play...

Millennium's ***Global Effect*** has a heavy SimGreen bent. It's similar to playing *Sim City* only not as good, partly because consideration has to be made to keeping the newly-constructed environment as friendly as possible (by planting sustainable forests and recycling centres, for example). It's an honourable cause, but there's a bizarre twist. In an attempt to make *Global Effect* sound more interesting, ruling the world is the order of the day, and that can only be done by creating armies and destroying the enemy! Charming. *Global Effect* is very much a Mike Yarwood impression of *Sim City*, even the buildings look – like all Mike's impressions – exactly the same.

Gremlin's ***Utopia*** is a bit like *Sim City*, too, but with recognisable scenery, a futuristic bent and *Populous* undertones to boot. There's a fair amount of statistic juggling involved to keep your population happy while you expand your city and fend off attack from the neighbours. It all looks and sounds rather appealing actually, and it is – to a limited degree. The new worlds provided by the data disk proved inadequate compensation.

Civilization (Sid Meier's follow-up to *Railroad Tycoon*) isn't as far reaching as *SimEarth*, which is a big point in its favour. The process of shaping Earth's history from a tribe in possession of only a few basic skills is nowhere near as laborious, and though the interface is messy and the icons do little to inspire, *Civilization* remains challenging, occasionally thought-provoking, and often entertaining.

Some slices of history however are best left untouched by simulated godly hands. ***Castles*** from Interplay has been dubbed a Medieval *Sim City* but that's a little too complimentary. Building castles – no! – is the idea here. Oh, and watching them get knocked down. The construction process is a chore, concentrating as it does on banal detail. The reason for this is simple enough: the erection of crenellations forms part and parcel of this kingdom building simulation. But that's no reason to have to sit through a slow building sequence, now is it? Once your castle is built, what then? Not a lot. Training soldiers is dull and expanding your empire is even more tedious. It's a lily-livered strategy affair and no sensational simulation of events.

Little explanation should be necessary to set the scene for Millennium's ***Robin Hood*** and ***Rome AD92***. They have the look of god simulations about them but despite the fish tank overtones, the two are more adventure orientated than anything else. Both have a fully functioning and appropriate environment and adopt a tongue in cheek approach. Character interaction abounds, with comic-book style speech bubbles to relay the dialogue. *Robin Hood* and *Rome AD92* provide near tax-free entertainment, but not necessarily for the god bashers.

"Absolute power is all very well, but it has its limits"

Sensible Software's ***Mega lo Mania*** also offers a light-hearted alternative to the *Sims* of this world. Up to four tribes fight it out to control an island or archipelago. The player's men are assigned to the tasks of breeding, mining minerals and designing and building inventions. Sticks and stones are the only weapons available at first, but before you know it, the nuclear missiles are flying thick and fast. It's madcap action all the way, with dotty digitised speech used to amuse and alert the player to the state of play. *Mega lo Mania*'s a must. ***Mega lo Mania II*** is planned for release towards the end of next year.

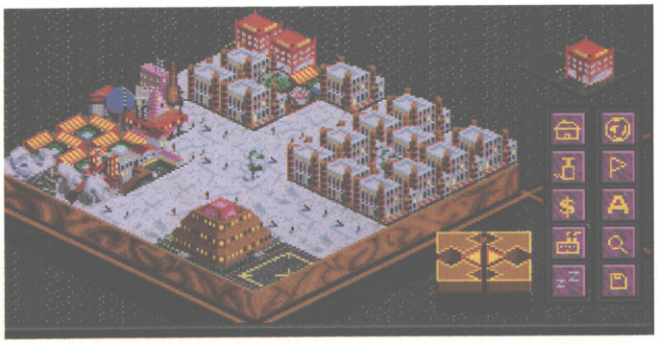
Graftgold's Steve Turner tried to bring the war strategy simulation to the masses with a more hands-on approach in the shape of ***Realms***. It almost worked, too, but the mouse control ensured that the player was kept at arm's length, and the whole look let the side down. At least his intentions were honourable.

On the other side of the god simulation coin we find DMA Design's ***Lemmings*** and the unabashed 'tribute' (there's no other polite word for it) called ***Troddlers***. Neither title looks anything like *Populous* et al, yet the principles of playability are the same: indirect control of a population.

There's no world building in *Lemmings* but the preservation of life is essential. The player gives individual *Lemmings* a character from a limited stockpile in an attempt to transfer them from an entrance to an exit. It's essentially a series of glorified puzzles with constraints imposed by the authors.

Storm's *Troddlers* is a *Lemmings*-alike with a twist in the form of the ageing arcade hit *Solomon's Key*. The mix is unremarkable, though some find it superior to the mighty *Lemmings*.

It may not seem so, but the god simulation is maturing. There's a new breed around the corner zcombining the best elements of *Populous* and *Lemmings*. Perfect Set's ***Rookies*** and Sensible's ***Cannon Fodder*** for Virgin Games will offer two variations of war simulations, Paintball-style. Both concentrate less on the creation aspect and more on the manipulation of small armies. These people won't have to bother with the trivia of day to day life. You can keep that malarkey for the real world. ●



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✣ *SWIV* is also available on US Gold's *Max* compilation, priced at £29.99

✣✣ *Xenon* is also available on *The Bitmap Brothers: Volume 1* compilation, priced at £25.99

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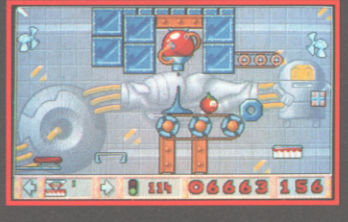


PSYGNOSIS

GAME REVIEWS CONTINUED

HUMANS

Game: Humans
Publisher: Mirage
Authors: Imagitec Designs
Price: £25.99
Release: Out now

Mirage unleash their *Lemming*-alike. But what's it got to do with 2001?

You know, 2001 was a strange film. Hailed now as an SF classic, it was panned on its original release and bombed with audiences. It only began to gain a reputation when '60s hippies took a liking to it because they reckoned that all that daft stargate nonsense at the end was a bit like a druggy experience, hence the line on the poster for the film's re-release, 'The Ultimate Trip'. It soon gained a cult audience, and by the mid '70s it was being called the greatest SF film of all time. *(Great stuff Dave, but could you do a review for us eventually? – Ed)*

Ug receives a telephone call informing him that he has won the new lottery.

Anyway, remember how one caveman picks up a bone and uses it as a weapon, and this is shown to be the first step in man's evolution beyond the monkey stage? More to the point, he doesn't learn how to do this by accident – he's given a clue by a big black monolith that suddenly appears from nowhere. And then the film goes on to suggest that these monoliths have been egging us humans on for the last few millennia, to get us to the technological stage we are at today. In *Humans* you get to be that monolith.

The game is a puzzler in a *Lemmings* vein. Set in prehistoric times you have to help your tribe discover the spear, fire, rope and the wheel and help them on the first steps towards civilisation. Each level comprises a series of platforms, and you are given a goal to achieve. The first, for example, is to discover the spear. You don't make a discovery on every level – instead the levels after you make a discovery require you to learn how to use it a number of different ways. With the spear, you can throw it, brandish it to keep dinosaurs at bay (yes, historical accuracy has gone right out of the window) or use it to vault over gaps.

ONE HUMAN AT A TIME

You have a number of humans in your tribe at the start of each level, and you have a certain amount left alive at the end or it's 'game over'. You control one human at a time, guiding him around and making him pick things up. You can also make them climb on each other's shoulders so that they can reach high ledges. When you discover fire you can burn down ignitable obstacles while the wheel increases your mobility and gap-crossing abilities. You can also hitch rides on the backs of pterodactyls. There are also pressure pads which remove large stone walls. (So there must be some kind of advanced species lurking around somewhere, mustn't there?)

"Some of the levels are very ingenious"

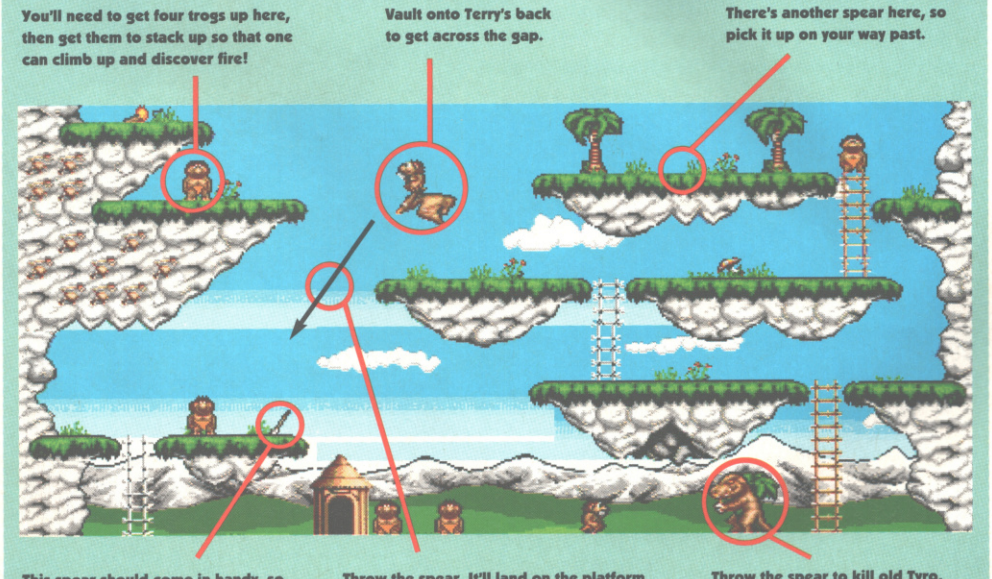
The basic idea is pretty sound, and some of the levels are very ingenious and take some working out. But you have to be committed, because the mechanics of the game work against your enjoyment. It comes on three disks, yet doesn't recognise a second disk drive, and so there's a lot of disk-swapping going on, and the loading seems to take an age. And then there's the control system – a mixture of joystick and keyboard, it's incredibly awkward, and hardly makes split-second timing a possibility. For example, to select a human you have to flick through them using the cursor keys, which is a pain when there are quite a few of them on the screen. A mouse-controlled system where you could just click on the man you want you have been much better.

The graphics are a strange mix, too. The humans are well drawn and animated, and the levels graphics are colourful, but the dinosaurs and other creatures are pretty lame. They're all serviceable, but not jolly enough for the atmosphere the game is trying to create.

A shame, really, as *Humans* has potential, but like the species it is based on, it squanders it (bit of Star Trek-like philosophy for you there).

● *DAVE GOLDER*

WE'VE GOT TO GET OUT OF THIS PLACE



THE BOTTOM LINE

There's a fine game struggling to get out here, but it's all a bit too stodgy. The idea is interesting enough but the controls fight against any fluency and the graphics, while bold and colourful, just aren't witty enough to save it. Puzzles fans might enjoy it, but anyone expecting something as frantic and addictive as *Lemmings* should steer well clear.

70 PERCENT

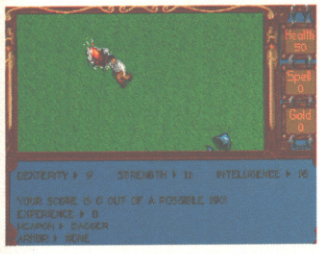
Game: Lords Of Time
Publisher: Hollyware
Authors: Steve Postma (design), Steve Postma (graphics), Steve Postma (coding), Steve Postma (sound)
Price: £25.99
Release: Out now

The name may well make you think of Dr Who. But there's no connection at all.

LORDS OF TIME

Fantasy role-playing games seem to have become to the Amiga what text adventures used to be to the Spectrum. They're a doddle to write, and are only any good if the people involved really care about what they're doing. More often than not it seems they don't, as the few really good ones tend to get swamped by hundreds of extremely mediocre ones. Here's another of the hundreds.

The plot is stock fantasy: You, as a test-pilot called Major Tom (or Thom, depending on whether you believe the back of the box or the manual), have just woken up after a plane crash to find yourself in a mysterious land populated by dwarves, dragons and zombies. Your task is to find a way of returning to your own world. I didn't quite get that far, but I'll bet £5 the ending is of the 'Ha! It was all a dream... or was it?' variety.

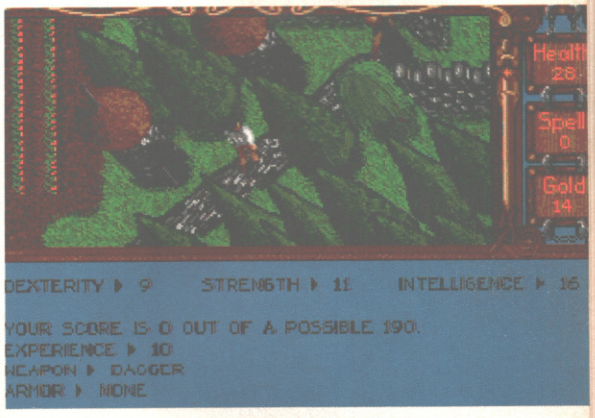


With only a dagger, you have to find your way home. Where *are* those ruby slippers?

While the game is about as traditional RPG as it's possible to get – with spells, shops to buy weapons in, stamina points, and tons and tons of numbers – it's been presented so as to conceal most of the mechanics beneath the surface. You only really have to worry about three numbers, and those are displayed clearly on the screen at all times. The rest can generally be forgotten about. So a big 'hurrah' there.

What's rather less praiseworthy is the dull way the game goes about everything. The graphics are drab and repetitive, making it difficult to believe you're exploring anything other than, well, a load of computer graphics. The sound, too, smacks of wasted potential, with a dreary tune (optional) and a little atmospheric birdsong, but nothing that actually relates to what's going on in the game.

This minimalist approach doesn't only cause aesthetic problems. When you come across a town or village, there's no way of telling which building is which from the outside. So if you were after, say, a new sword, you'd have to go into every single building, with masses of disk accessing each time, until you found the sword shop. A sign hanging outside would have made all the difference. More annoying than that, however, is the tiny area of the map you get to see through the scrolling window. It's very difficult to get a proper feel for your surroundings. And it's all too easy to walk past a massive city or something because, although it would physically be within clear view of your character, it's just off the edge of the screen so you can't actually see it.



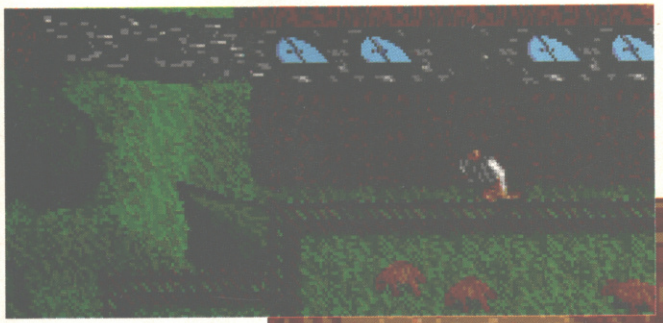
On the road, but still no sign of Jack Kerouac.

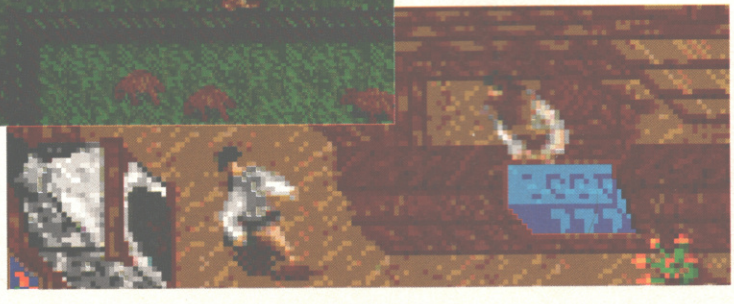
Battles are another thing that would work a lot better with some decent graphics and sound. A battle in progress consists simply of one splodge sitting next to another, with one of the splodges eventually disappearing. Where's the excitement in that? Worst of all, there's nothing more insulting than being told 'You have died' in tiny letters at the bottom of the screen when – admittedly – you die. Is it really that insignificant an event?

"The graphics are drab and repetitive"

With all those gripes, and the game's inability to inspire me to play for any longer than I really had to, I'm afraid I'm going to have to give it a pretty low mark. *Lords of Time* (surely someone's used that name before) might find its fans among those who really, really like this stuff – there's plenty of adventuring to be done – but it didn't interest me at all.

● *JONATHAN DAVIES*





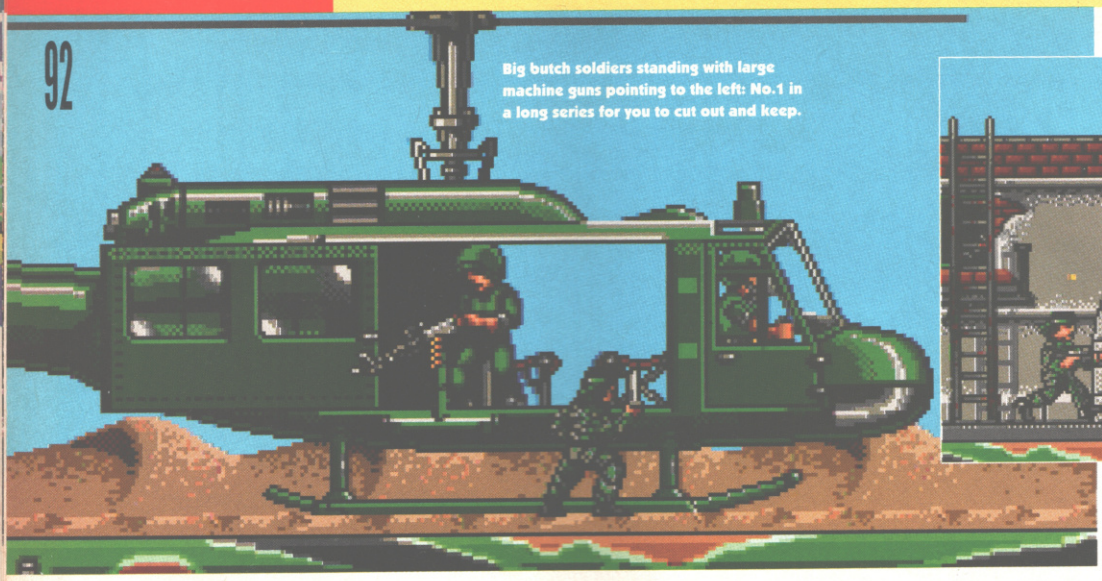
Above: On the town, but still no sign of Gene Kelly or Frank Sinatra.

Right: In the shop, but still no sign of, erm, someone who wrote a book about shopping.

THE BOTTOM LINE

FRPGs are a struggle to review at the best of times, but this one really left me cold. Shivering, in fact. There just isn't anything in it that stands out. No 'oomph', that's the problem.

53 PERCENT



Big butch soldiers standing with large machine guns pointing to the left: No.1 in a long series for you to cut out and keep.

Lots of little yellow bullets coming your way here, but don't worry – a couple more paces to the right and you'll suddenly become completely invisible. Apparently.

FIREFORCE

Merciless mercenaries get a chance to be, well, merciless mercenaries, really.

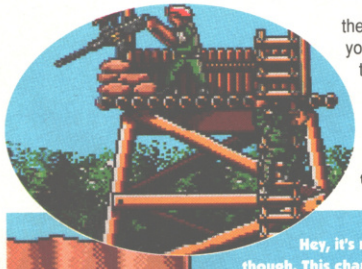
Game: Fireforce
Publisher: ICE
Authors: Day Gibbons
Price: £25.99
Release: Out now

Blimey, it's *Green Beret*! Haven't seen you around in a while, GB (or can I call you Bert, like we used to in the old days?). Must be all of nine years since you brought us that inimitable scroll-along knife-'em-up gameplay that actually turned out to be very imitable indeed and provided the inspiration for hundreds and hundreds of lame beat-'em-ups, but we're not going to hold that against you. You were, after all, a pretty decent little game in your own right, good for a good few bashes before the inherent repetitiveness made it all a bit, well, repetitive and dull, but the last thing I expected to see in 1992 (heck, nearly 1993) was you back again in a new hat.

It's quite a nice new hat, I have to admit. It's got a bit more colour to it, for sure, what with all the different terrains you find yourself crawling and stabbing your way across these days. There's sandy deserts, leafy forests, er, building-y cities and all manner of other backdrops, but if I remember rightly you were always a bit of a rough, tough no-nonsense kind of mercenary – it didn't really matter too much where you did your killing, as long as there was plenty of it to do.

There's more inside your hat than there used to be, too. No, I don't mean your brain, Bert, you're still as terminally thick as you ever were (I mean, come on, how many times are you going to fall for this old 'You're the only man that can do the job' schtick? You're the only man stupid enough to take the job on, they mean), I'm talking about the amount of different stuff you have to worry about these days other than where the next enemy grunt's coming from. You've got to explore around a bit, choose your weapons at the start of missions, and, er... Well, it's a bit more involved anyway.

Those 'highly intelligent' enemies in full effect – I've shot this guy twice already, but he doesn't seem to have noticed.



Clomp, clomp. 'Hey, what's that odd noise, I wonder.'

Hey, it's not all bad, though. This charming little scene's quite funny the first time.

"Slow to react, awkward to control"

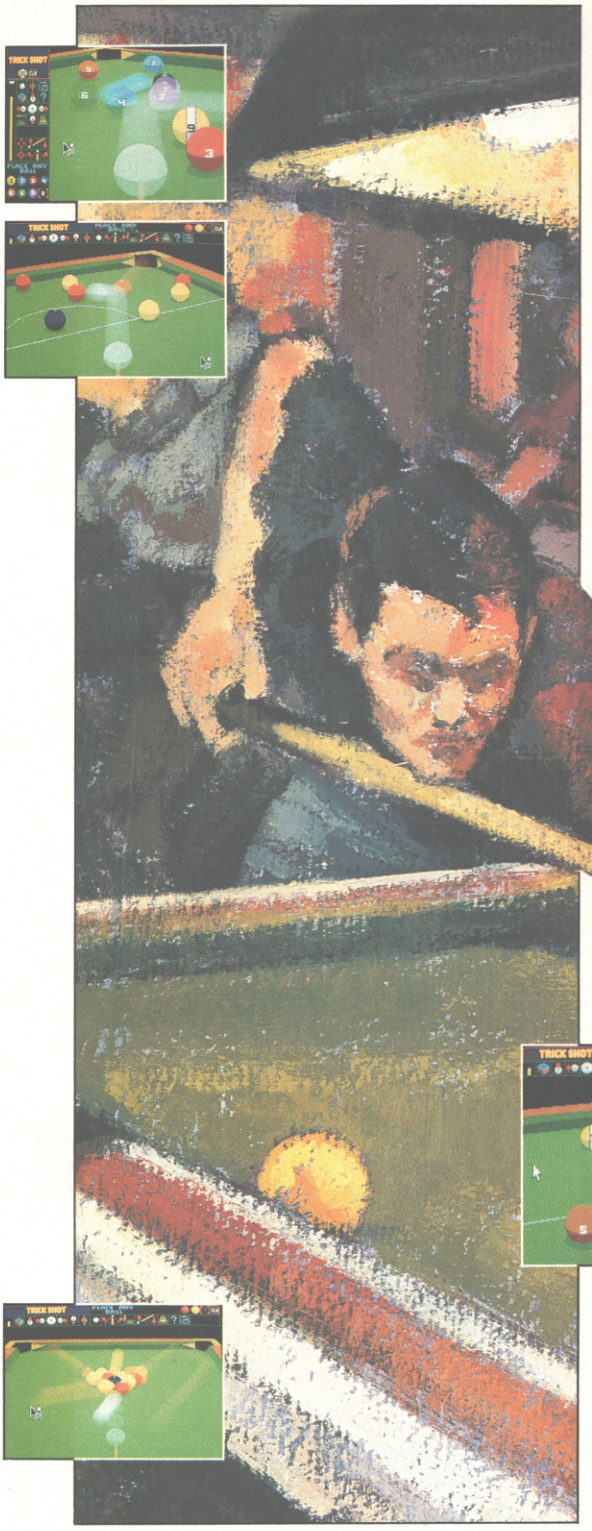
And then of course, you've got today's modern, highly-trained, fantastically intelligent enemies to deal with now. Yep, I guess you've got to be pretty damn smart to be a baddie in these tough times. I mean, just for an example, look at those machine-gun tower dudes in this game. Pumping bullets away merrily at you all the time, you can't blame them for the fact that they don't seem to be able to see you any more when you go underneath their towers. Mind you, I'm not sure that they shouldn't notice when you climb up the ladder into the tower and shoot them in the back of the head. Oh sure, they buckle at the knees for a second, but then they just stand up again and keep looking the wrong way until you've shot them another two times. And as for the other ones that just walk right over your head if you lie down in the sand in front of them... actually, maybe it's not so tricky being a mercenary these days after all. Maybe the fact of the matter is just that you're a crap, slow-to-react, awkward-to-control, dull old has-been trying desperately to look up-to-date but failing miserably. Get away from me! And no, I haven't got any spare change.

● *STUART CAMPBELL*

THE BOTTOM LINE

Simplistic and thin scrolling beat-'em-up with shooty bits, but precious little to make you want to play it for more than a day. Old-fashioned, which isn't a bad thing, but also dull, which is.

56 PERCENT



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FROM THE AUTHOR OF JIMMY WHITE'S WHIRLWIND SNOOKER

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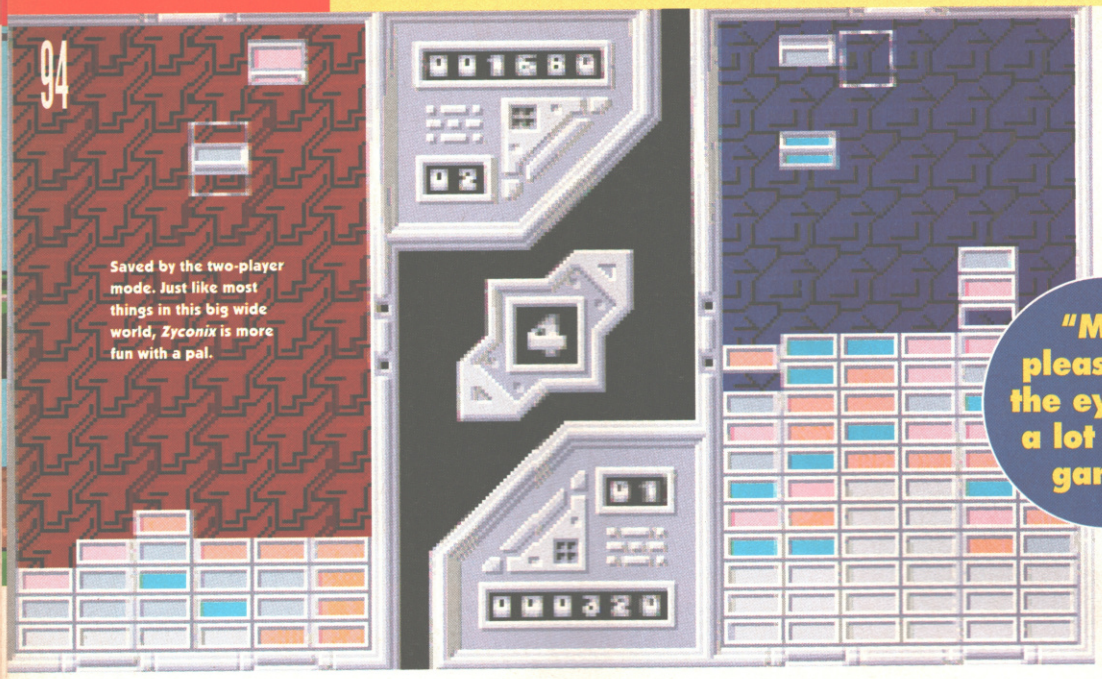


Saved by the two-player mode. Just like most things in this big wide world, *Zyconix* is more fun with a pal.

ZYCONIX

Is it a new miracle drug? No, it's a puzzley tile game thing.

Game: Zyconix
Publisher: Accolade
Author: Miracle Games
Price: £24.99
Release: Out now

These days it's hard to find original ideas for computer games. It's just like anything else – books, movies, you name it. There are only so many things you can do with a game. Unfortunately some people seem to spend less time thinking of new ideas than they should. Combining elements of other games is all very nice but it needs to be done in such a way that the person buying the game feels they're getting a completely new game. Now meet *Zyconix*. A clash of *Tetris*, *Klax* and *Puzznic*, and it looks like all of them.

The selection screen for the four game styles. Totally bizarre.

Puzzle games seem to fall into two categories – tiles or no tiles (but mostly tiles). I'm amazed no one has been able to come up with anything a little more original. Isn't it worrying that all these great games creators are at work and all they can come up with is tiles?

Anyway, back to *Zyconix*. Tiles fall down the screen and you have to place them in lines to get rid of them. Haven't we been doing that for the last couple of years with just about every other 'tile' game going? When these games started coming out a couple of years ago people were dumbfounded at how addictive they were, but times change and the games haven't.

Having said that, *Zyconix* isn't a bad little brain teaser. It's certainly more pleasing to the eye than a lot of other 'tile' games I could mention. You don't get the eye strain and serious headaches that other games lead to.

With four different games in there it'll live longer than some of the lesser puzzle games but they all suffer from the 'bored brainless after two hours' routine. The only saving grace with these games now are the two player modes and, thank God, *Zyconix* has one. It adds so much to the game when you can thrash the living daylights out of a friend or relation. *(Why can't we just all live together and love each other for once? – Ed)*

"More pleasing to the eye than a lot of tile games"

More pleasing to the eye it may be, but more pleasing to the brain it isn't. After a couple of hours I began to feel more than a little bored. I don't know what kind of person could spend days on end addicted to games like this but I for one certainly wouldn't want to meet him in a dark alleyway. This kind of thing's all right for an hour or two right after you've bought it, but then they lose all the appeal they may have had. Twenty-six quid for something that's only going to keep your attention for an hour or two is an awful lot of money to have to pay out.

Still, this has to have the most apt music I've heard in any game. After all the rave stuff on the title screen the game defaults into a jazzy piece that would fit in at the sleaziest jazz club you've ever seen, it's perfect. There are other music options but the jazz with its piano and other instruments sounds the best by far.

While a game like *Tetris* genuinely has people coming back to it when they have some spare time (it seems to in this office anyway), *Zyconix* doesn't have that 'Well, one more game while the kettle boils' effect on anyone. It's a classic case of 'it's good, but not that good'. It just doesn't offer anything new to make it a hit. But it doesn't miss the mark by very much, and you could do worse.

● *LES ELLIS*

THE BOTTOM LINE

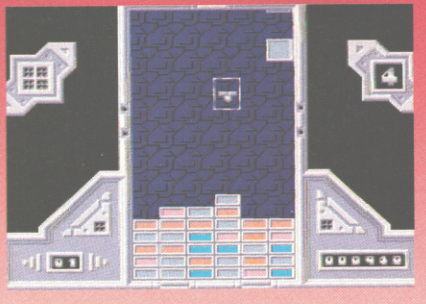
The four games in one make an attractive package for anyone who's really into staring at tiles falling down a screen and trying to make lines out of them. You can't help but think that this game, although by no means bad, will vanish into obscurity with all the other mediocre puzzle games. It will last longer than most of them and hold your attention for a bit, but in the end it just gets too boring and repetitive.

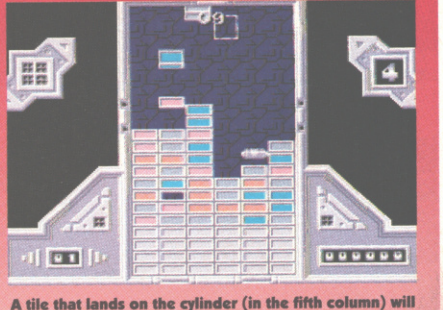
63 PERCENT

MANY A TILE HAS TO FALL, BUT IT'S ALL IN THE GAME.

See that light green block? Any minute now, it's going to complete a line of four and they'll all disappear.

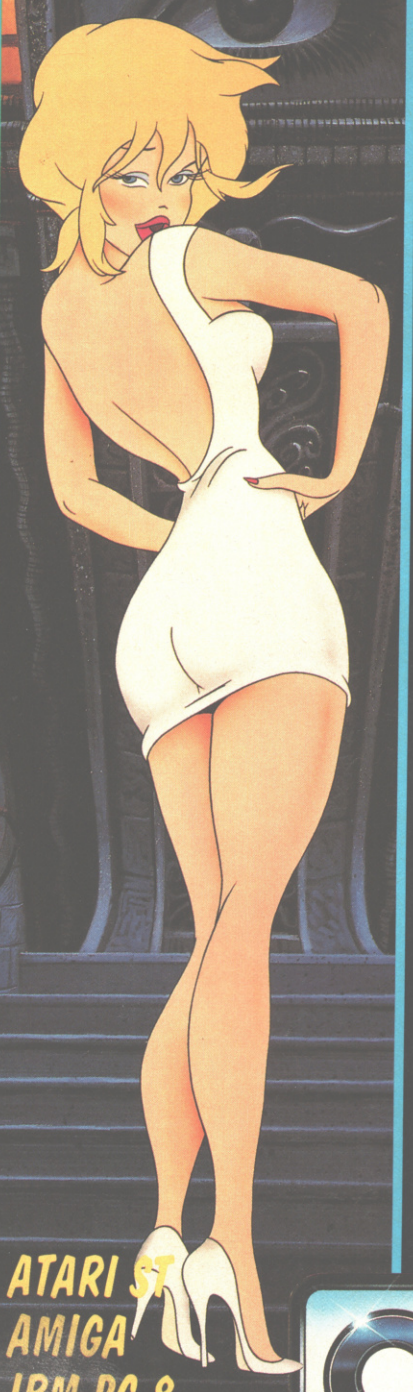
When this tile lands, an *Arkanoid*-style ball will zip around for a bit, destroying tiles as it goes.





A tile that lands on the cylinder (in the fifth column) will disappear. Handy when you're under pressure.

HOLLI WOULD IF SHE COULD ...and she will



CARTOON LAND GONE BAD!

Whilst publishing his underground comic Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as **DOODLES**. *You are transported into* **COOL WORLD** *and seduced, through engaging messages, by the Doodle vamp...* **HOLLI**. *Visual jokes and gags punctuate your adventure as you hop to and fro between reality and* **COOL WORLD**. *But Holli's dream is to shed her Doodle indentity... to become a real woman - with a real interest in Jack!*

A DREAM THAT COULD DESTROY BOTH WORLDS!

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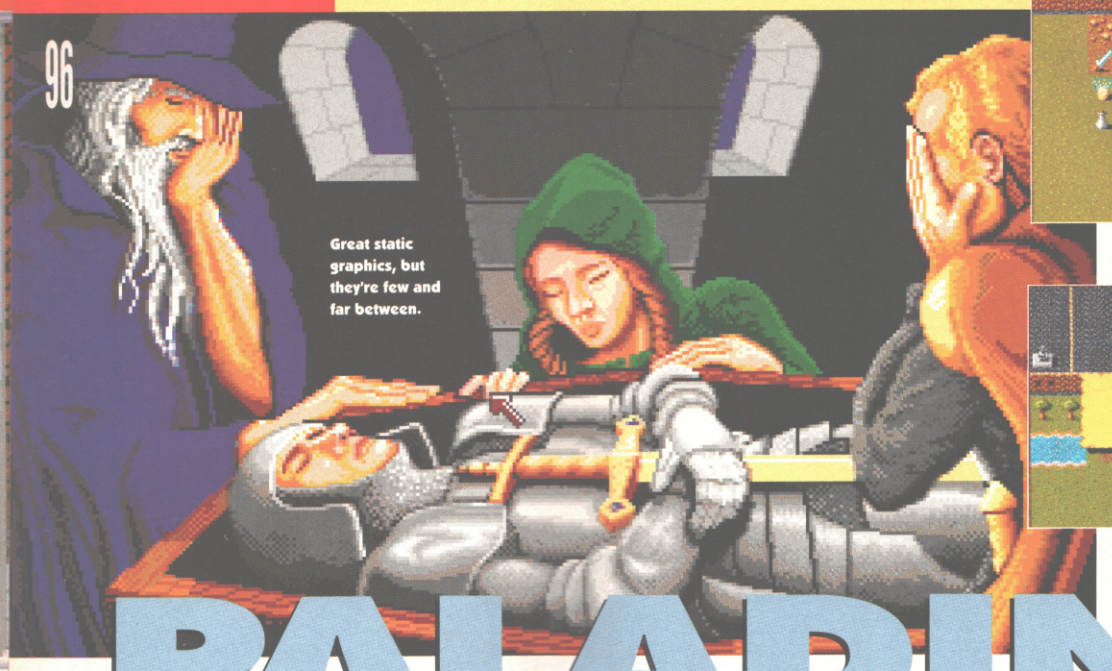
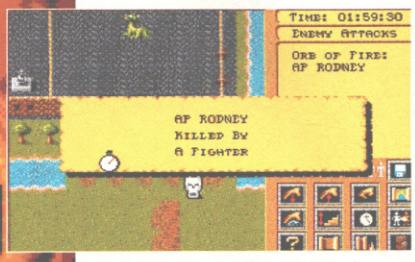


Great static graphics, but they're few and far between.

You have to use your own imagination altogether too much...



...what about some nice atmospheric graphics, chaps?

PALADIN II

Tense, nervous headache? Take *Paladin II*. *(That's it, you really are fired. – Ed)*

Game: Paladin II
Publisher: Impressions
Author: Omnitrend
Price: £29.99

Okay, so who exactly were the Paladins, and why were there only two of them? These and many other corny intros to reviews with no possible way of making a joke out of the name available from yours truly. Anyway, back to the review. The Paladins were a bunch of awesome knights who travelled the countryside carrying out brave deeds. You know the sort, killing dragons, destroying evil, protecting the weak, drinking 20 pints a night and still firing arrows in a straight line.

As you may have already guessed the new release from Impressions puts you in the role of the main man, the Paladin, the dragon slayer.

The icons might be easy to interpret, but it can sometimes be difficult to work out what's going on.

Paladin II is a very simple game in concept. You move around the screen killing things and picking up objects. So if it's so simple, what is it that makes it even remotely playable? Well read on...

It's one of those games that on the face of it doesn't look all that impressive. The characters are small and there's very little detail, not to mention the animation, which leaves a lot to be desired. So if it looks so bad why I am I still playing it? Maybe there's something in the gameplay that makes me keep coming back.

"One thing has been well thought-out: the control system"

The gameplay in *Paladin II* may sound somewhat limited by what I said earlier, and, to cut a long review short, it is. Moving your characters round the screen is tedious and frustrating and the combat is hardly exciting. Watching your man wave a sword vaguely in the right direction and seeing a skull appear on screen when he hits his opponent is hardly rivetting stuff. The screen scrolling is jerky and makes the game seem so much less responsive to any actions you make.

One thing that has been well thought-out is the control system. The icons are clearly laid out and operating everything couldn't be simpler. It's just a shame that after a couple of goes you won't want to bother. Combat is easy, although somewhat disappointing. In fact everything about the game is very user friendly but when the action, or lack of it, is such a let down, the whole thing suffers. I must admit though, one thing I did really like are the cool static screens. The intro dragon is brilliant and the dead Paladin shots are dead cool, if you'll pardon the pun. *(No, you're fired. – Ed)* But statics are not enough to lift a whole game.

The construction kit adds a new dimension to the game, as you can set up the missions to your own design. You can't add any new elements to the gameplay, though, so even your own games will suffer from a lack of action. Still, it all goes to bump up the value for money rating.

It's not as though *Paladin* is that bad a game. It's quite fun trying out all the different missions but you soon realise that they're all pretty much the same. A typical mission would consist of move, kill, move, move, move, rest, kill and move. There isn't a huge amount of interaction which means no depth of gameplay, and when you're spending this amount of money you want something with a little more oomph than this. It's just too limited, and gets too boring too soon.

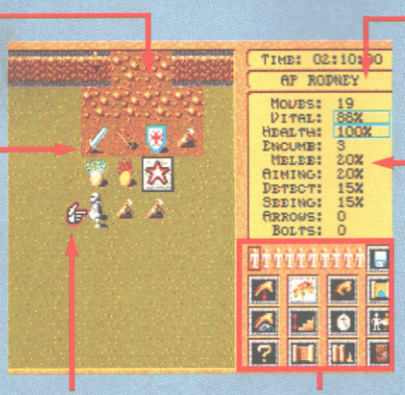
● *LES ELLIS*

THE BOTTOM LINE

With little variety in all the quests and no interaction or depth of gameplay *Paladin II* runs into trouble. It may be a bit bit of fun at first to traipse round the countryside beating up all the different life forms you come across but the novelty wears off and you are back to the humdrum of move and kill games. Impressions have done better games in the past and I'm sure they're working on better games now so we'll count this one as a slight glitch.

61 PERCENT

ICON GET NO SATISFACTION.



You're on stony ground as you enter a fortress.

Rodney doesn't sound like a hero's name, does it?

If you see items lying around, you can pick them up and use them. Neat, huh?

When these main character stats get too low it's time to rest or die.

Here Rodney the, er, Rodney, all dressed up with nowhere to go.

The control icons look confusing but the control system is easy to learn.

B.C.KID

BC KID is a tiny big-headed prehistoric lad whose dear girlfriend has been kidnapped by nasty dinosaurs. To find her he will wander through various worlds including the stomach of a gigantic diplodocus and other delirious set ups.

- Brilliantly converted from the PC Engine by Factor 5, the team renowned for Turrican.
- Extremely colourful graphics with hilarious cartoony looks
- Excellent gameplay, fast smooth scrolling
- A splendid variety of boss stage monsters and baddies

"This is such a brilliant game that if you pass it by you deserve to be eaten by one of the monsters in BC KID's world! Don't think — buy!"
CVG 93%

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Game: Tiny Skweeks
Publisher: Loriciel
Price: £25.99
Release: Out now

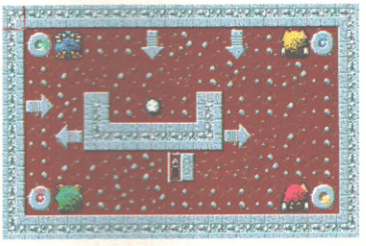
TINY SKWEEKS

They're cute, furry and full of fun, but they're also out to take over the Earth.

With a name like that, what sort of a game do you expect this to be? A totally evil, hard as nails multi-way scrolling blaster? Or an enormous RPG with more monsters and spells than you ever thought possible, even in your wildest fantasies? Or perhaps a cutesy little puzzle game with fluff-ball characters and irritating sound effects?

There is a plot behind the game, but you don't really want to know about that. You do? Well, as the rather duff translation on the back of the box explains, "My children, the tiny skweeks, have taken in hostags with a waterphaser the driver of their spacebus while he was driving them out to holiday on the moon." Oh, I see, it all begins to make sense now.

Anyway, all you really do need to know is that the skweeks in question have landed on Earth and are determined to wreak havoc. And, surprise, surprise, you've got to stop them. Quite how the havoc manifests itself is unclear in the game, but the manual burbles gaily about how they've got an insatiable urge to turn things pink. In fact, the plot is totally irrelevant – you have to stop the skweeks and that's that.



The skweeks are near the traps, but not the right ones or there'd be no challenge, would there?

Varying numbers of coloured skweeks appear on a series of single-screen levels, and you have to put them to sleep by manoeuvring them on to special traps which are the same colour as the skweeks. The only trouble is that the skweeks only move in straight lines and will only stop moving when they hit a wall or some other object, which means you have to devise devious ways to move them around the increasingly difficult levels on to the right traps.

"All the elements a good puzzle should have"

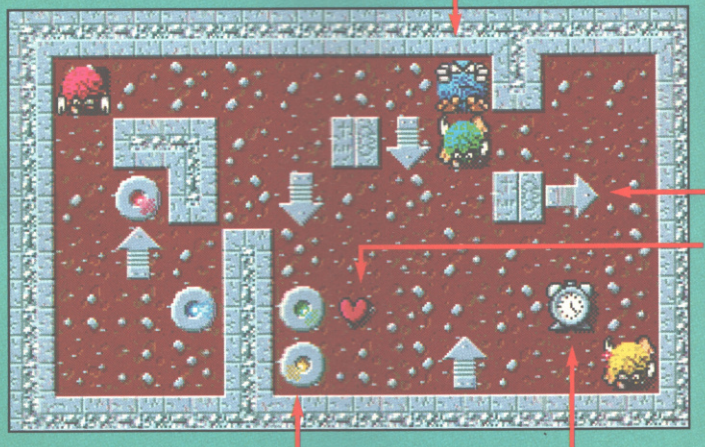
To make matters worse, you're up against a draconian time limit, so if you put one skweek wrong the whole world will be painted pink. (Well, it would if the game agreed with what it says in the manual.)

And that's about it really. 101 levels of mildly interesting, but ultimately not particularly engrossing, puzzling fun. It's got all the elements a good puzzle should have – stupidly easy opening levels to teach you how to play, a different theme for each set of ten levels, and a smattering of bonuses. And of course there're the ubiquitous cuddly things that pull faces, and stick their tongues out at you.

But at the end of the day, when all the clichés are said and done, you can't help feeling that something's lacking. The game doesn't draw you in and make you want to keep playing until you've got to the end. Sure, it's very well presented and the control system's easy to use. But the game's not at all addictive. The idea of the game is peculiar – you have to save the Earth by capturing the cuddly things, when normally you'd be saving the cuddly things. There just doesn't seem to be any point, and if you like a little substance in your games, you'll find *Tiny Skweeks* more than a tiny bit lacking. But does there have to be a point? Well, no, not really. Not if you just want a diversion for a few pleasant hours of moderately perplexing puzzle-game fun.

● *RICHARD LONGHURST*

'TRAP US EVERY ONE!' SAID TINY SKWEEKS...



THE BOTTOM LINE

A fun little game, but nothing to get too steamed up about. It could fit the bill if you're on the look out for a new puzzler, but equally it's a game you can easily do without.

68 PERCENT

THE DARK QUEEN OF KRYNN

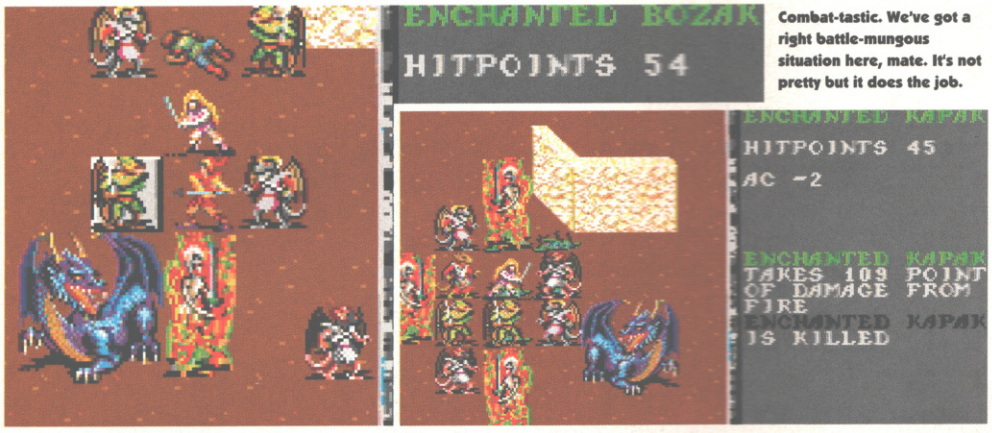
Game: The Dark Queen of Krynn
Publisher: SSI
Price: £32.99
Release: Out now
Other details: One meg required

Zip up your parka, lace your Green Flash and let's go adventuring.

Have you got all 24 episodes of Blackadder on video tape? Do you ride around on a BMX? Did you go to this year's Dr Who convention? Do you wear mustard corduroy trousers, grey socks, a navy blue shirt and an army-surplus jacket?

When it comes down to it, *The Dark Queen of Krynn* is a common or garden RPG. An RPG just like *Eye of the Beholder II*, or *Dungeon Master* – games enjoyed by even someone as fashionable as our own editor. It's got a party of characters, each with their various attributes for strength, magic ability, wisdom etc; it's got a quest for them to solve; it's got lots of spells, magical keys and puzzles; it's got battles with wizards and demons; and it's got a window that displays a view of your current position in 3D(ish).

Three things, however, conspire to lend *The Dark Queen of Krynn* the status of 'Unclean'. Three things turn it from a simple, cheerful RPG into the sort of game that has even the pluckiest of reviewers scratching at the door until his fingernails bleed, his eyes wide with terror.



Combat-tastic. We've got a right battle-mungous situation here, mate. It's not pretty but it does the job.

The first is the name, *The Dark Queen of Krynn*. The second is that it's the third in a series, the preceeding games being called *Champions of Krynn* and *Death Knights of Krynn*. The third is the words 'Official Advanced Dungeons and Dragons® Computer Product', which are written on the packaging in large, red letters.

Now, the Dungeons and Dragons player is a very special breed of person. He may find some satisfaction in purchasing and decorating those little metal orcs you occasionally come across in toy shops. Primarily, though, he's interested in numbers. Numbers rule everything he does – eating, sleeping, walking around, the lot. And it's these numbers which predominate in *Krynn*, and which will render it a no-go zone to everyone but the most committed D&D player. All RPGs have lots of numbers in, of course, and in reality they're just the same numbers that you'll find in *Krynn*. It's just that in a game like *Eye of the Beholder* they're integrated into the game to some extent, and most of the time you needn't worry about them. In *Krynn*, you click on 'View' and – woomph – the pretty graphics disappear and you've got a screen full of numbers. It's really quite brutal.

"There's masses of questing to be done"

It's got everything a D&D player would find in the paper-and-pencil version of the game, but without all the hassle, without the need for a DM (that's what they call it, isn't it?) and with a few pretty pictures bunged in for good measure. He should rush out now as fast as his Green Flash can carry him, and buy a copy.

From the RPG players point of view, this is still well worth considering. Like I said, those numbers are ever-present, but the graphics are attractive (if a little titchy) and there's masses of questing to be done. The combat sequences are heavy going though, with weedy graphics and lots of rules to struggle with. And the user-interface is pretty crude – everything is done by clicking on words at the bottom of the screen. Oh, and the music's awful. And the message you get when all your characters die is a little abrupt.

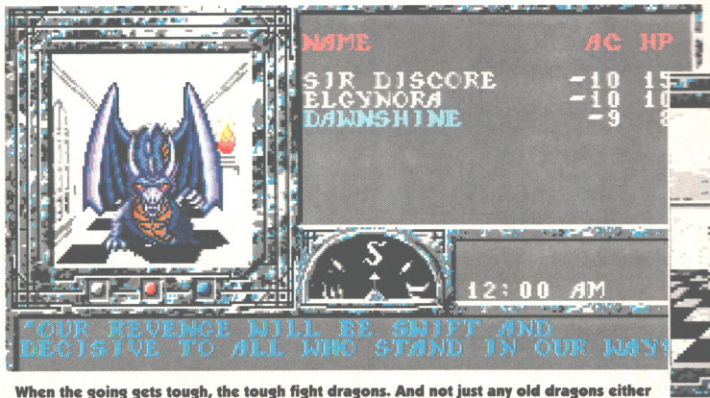
From the shoot-'em-up player's point of view, however... well, I don't think he's likely to make that mistake.

● *JONATHAN DAVIES*

THE BOTTOM LINE

Terrifyingly trainspottery, but this achieves what it sets out to do remarkably well. Presentation is generally fine, everything works as it should, and there's plenty to play about with. Outrageous price, though.

67 PERCENT



When the going gets tough, the tough fight dragons. And not just any old dragons either – only big blue ones are good enough. On the right is an empty room. Phew!

CAESAR

The Roman Empire is coming back into fashion. We'll all be eating lying down before you know it.

Game: Caesar
Publisher: Impressions
Author: Golden Sector Design
Price: £29.99
Release: Out now

Friends, Romans, Countrymen, lend me your ears. If you want *Sim City* with a few more barbarians, then *Caesar*'s definitely your game.

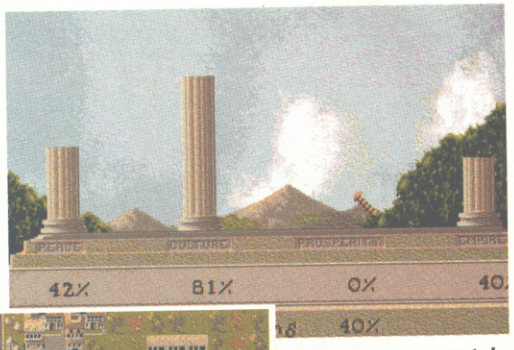
"Infamy, infamy! They've all got in in for me!" as Emperor Kenneth Williams said in Carry on Cleo. And that's the feeling you get in *Caesar*. There you are, a Decurian with your heart in the right place, trying to make the best of this province circa 5 BC you've been given by the Emperor, and hoping one day to rise through the ranks, and perhaps become Emperor yourself. But everyone seems intent on making life hard. If it ain't the barbarians attacking your cities, then your own citizens are rioting. It's a hard life.

Caesar is a bit like *Sim City*. Actually, *Caesar* is a lot like *Sim City*, but with a bit more to think about. There are two levels of play that you have to care of simultaneously – city and provincial. You start with a large area of scrubland, which you have to turn into a thriving, happy, prosperous province. If you please the Emperor, you get a promotion, and a new, more important, province to govern.

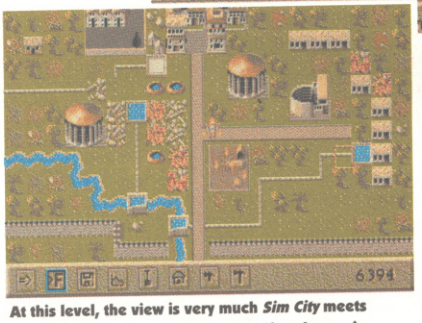
The city level – which is viewed in close-up and you have to scroll around – is most like *Sim City*. Here have to build cities, making sure that all the elements that going into making life bearable for your citizens have been included – housing, water, employment, culture, education, an administrative centre (the forum), law enforcement and roads (good communication is essential). You start with a capital, then branch out, using roads, to make other towns. If you plan well, then the cities will grow and expand of their own accord, as their good reputation gradually attracts a larger population.

You also have to keep an eye on the political side of things. All this construction takes money. There's the upkeep of the army to think about and you have to pay the Emperor an annual tribute. So you need to raise taxes. All these matters can be dealt with by visiting the forum where you have a number of advisers. But beware. If you make life too hard for your citizens, or you let your cities fall into disrepair by bad slave management, there will be inner city riots and large areas will be devastated.

The provincial level deals with the military side of things. Here you get an overall view of your province, and you can see where the marauding barbarians are. You have to build up your armies, again by going to the forum and dealing with your military adviser. You also have to deploy troops and issue commands, deciding which tactics they should use. The actual battles take place off-screen and you just get to see the results but if you have Impressions' *Cohorts 2* you can actually play out the battles in that game.



Your scores are represented by these columns. Quite a nice touch, that.



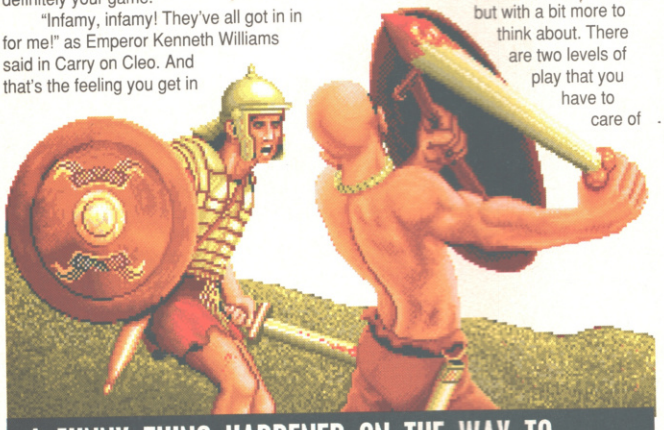
At this level, the view is very much *Sim City* meets *Populous* with a touch of Carry On Cleo thrown in.

Caesar has more icons than a book on sixties pop stars and you spend a lot of the time clicking like a grasshopper during the mating season as you access various menu bars. But then, considering the complexity of the game, it's hard to see how they could be made much better, though they might put some players off.

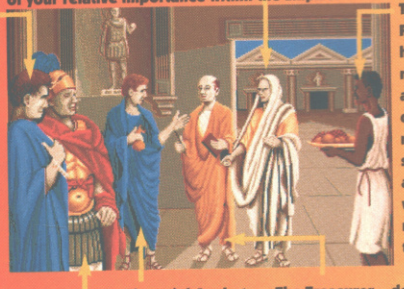
If you like strategy games, it's well worth checking out. Having to deal with two levels of play is intriguing twist, and the graphics are quite jolly in a *Populous*-like way (ie, lots of little animated figures). While the challenge is greater than with *Sim City*, the game is also less easy to get into, and not as instantly appealing – if you make a mistake it's virtually impossible to rectify it. You have to get your planning right from the start, but the effort is repaid. You might start off with your cities crumbling, but you just have to have one more go, because you figure you've worked out what you did wrong the last time.

● *DAVE GOLDER*

"More icons than a book on '60s pop stars"



A FUNNY THING HAPPENED ON THE WAY TO...



The Administrative Adviser – keeps track of your prosperity, of how contented your people are, and of your relative importance within the Empire.

The Political Adviser – You can order him to raise your personal salary or donate funds to the City (to raise your popularity stakes).

The Slave Foreman – Use him to recruit more slaves, and then designate how many slaves should be assigned to various maintenance tasks.

The Military Adviser – keeps track of the army. He can raise wages or conscription to make the army grow.

The Financial Analyst – tells you how your economy has been doing over the last few years.

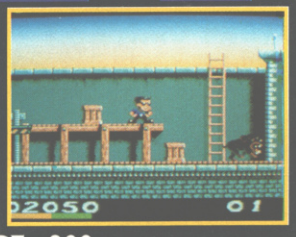
The Treasurer – deals with the economy. You can command him to raise or lower taxes. Unlike today, if the economy goes up the creek, you get the blame.

THE BOTTOM LINE

A pretty darned good and compelling game. Not for your average shoot-'em-up fan, but for anyone willing to try something a bit more cerebral, it pays dividends.

84 PERCENT

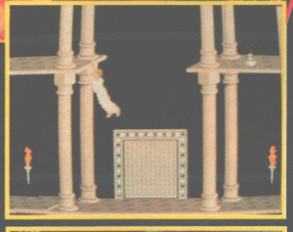
THE BEST IN BUDGET ACTION



ACE - 900 -
"Gorgeous cutesy console-style graphics".
"Sheer, unadulterated addiction".

AMIGA COMPUTING - 85% -
"Cartoon-style graphics with a sense of humour..... loads of challenge".

BRUCE WILLIS HUDSON HAWK



The Hit Squad

C + VG HIT -9-
"a well deserved hit... highly recommended".

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HIT SQUAD
2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ

ST FORMAT GOLD -90% -
"if only all games could be like this".
"A thoroughly absorbing game... enormously entertaining".

ALL AVAILABLE FOR ATARI ST & AMIGA £7.99 EA

BUDGET

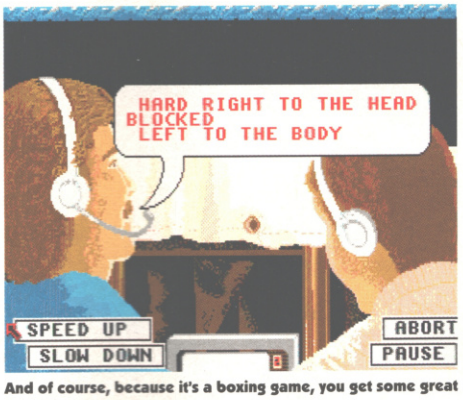
And the hits just keep on coming. If you thought you were going to have to wait until the second Tuesday in March for the next Budget, think again. We've got loads of them here for you right now. So read on...

WORLD CHAMPIONSHIP BOXING MANAGER

Publisher: GBH
Price: £7.99
Release: Out now

Have you ever wanted to get involved in some completely legal gratuitous violence without having to risk getting your head removed from the approximate vicinity of your shoulders? Well, courtesy of GBH you can now order someone else to go out and take the hammering for you as you take on the role of a boxing manager. All you have to do to join the Mickey Duffs of this world is talk big money, smoke a lot of cigars and dodge the occasional bullet from disgruntled ex-clients of yours.

Well, I guess it's different from all those side-on view cruddy boxing games that have been done before. This time you get to handle all the behind the scenes stuff, unfortunately it isn't much more exciting. Handling the affairs of a bunch of boxers may sound like living the high life *(It does? – Ed)* but it just turns out to be a fairly tedious repetitive procedure.



And of course, because it's a boxing game, you get some great scenes from the, er, television commentary box.

Considering that all you really have to do is keep your men fit, line up the fights, give your man advice and get him fit again afterwards, there's a lot of messing around that you have to go through.

Granted the static screens are nice but there aren't very many of them and you'll soon get sick of the sight of your buxom secretary wiggling her bum as she gets files from the filing cabinet. This falls very much into the same category as a lot of football manager games. There just isn't enough to do to keep you interested. The basic idea is Boredom City so no matter what GBH did with it it couldn't possibly be presented in an interesting and playable way. Click on a few icons then watch as two old fools commentate on how your guy is getting beaten up in the ring.

The first couple of fights tend to hold your hopes up as you are genuinely interested in how your man is doing but after that you get really bored out of your brains. (But you don't really have very far to go? – Ed) Getting all the way to a title shot would drive you round the bend. It takes ages just to progress to anywhere near the top ten, let alone the top spot. Let's face it, this game is like a British heavyweight title hope. They look good but when it comes to the crunch they fall flat on their behinds and hit the deck. Eight quid for little more than a few nice screens is a little over the top.

● *LES ELLIS*

THE BOTTOM LINE
The individual screens look very nice but what you have to do is guaranteed to send you to sleep after a while. It's uninteresting and dull. If you are into management games then go for one of the decent football games around, this is the wrong kind of turkey to get this Christmas.

58 PERCENT

Publisher: Codemasters
Price: £24.99
Authors: Various
Release: Out now

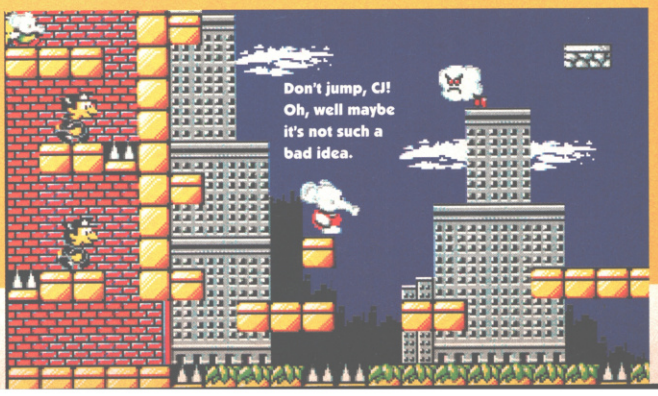
Wow, five games on one compilation for only twenty five quid. It doesn't take a genius to work out that only five quid for a game is a good deal. How can a pack like that possibly go wrong? Well, all the games could be a complete waste of disk space for a start. After all, at twenty five quid for five games they can't be that good, can they? So let's take a look at each of the games in turn.

Magicland Dizzy, umm. We reviewed this a while back and it received a rapturous reception. It's quite probably the best of the (many) Dizzy games. You may be sick of the sight of the damn fool egg's romps through his various guises but he keeps cropping up all over the place. In fact it is quite lucky that Codies chose this as opposed as to any of the other Dizzy games because this is the best of the bunch. It's a lot of fun to play, even if you're too old to be playing these kind of games. This one is definitely worth the fiver asking price.

Next up is *CJ in the USA*. Whoops, the less said about this game the better. The first *CJ* game was really a lot better than this. The controls are a serious let down and the collision detection is, er, well, it almost works. When we reviewed it in issue 18 it received a whopping 19%, or should that be a 19% whopping? To quote the review it's dull, uneventful, annoying, badly designed rubbish. I guess that just about says it all, and I for one am certainly not going to disagree with it. Even for a fiver it isn't worth the label.

So far, one good game one bad. What next. Ahh, *Captain Dynamo*. Well it got a luke warm reception when it was reviewed in issue 18 but it is time for a small confession. I reviewed it and gave it 57% but I think I was a little harsh on it. I've played it since and quite enjoyed it. With hindsight it's worth a bit more than that, especially when you're only paying a fiver for it. It's a basic run of the mill platform game but it is fun to play. It's cute and colourful and well worth looking at. Consider that humble pie well and truly eaten.

Steg the Slug. Well, we gave it 79% so someone somewhere must think it's pretty neat. It actually isn't that bad. It's



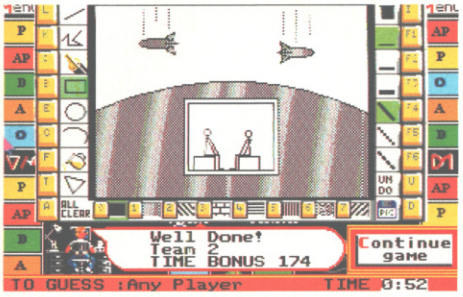
PICTIONARY

Publisher: The Hit Squad
Price: £7.99
Release: Out now

Can you remember the wet Sunday afternoons spent playing board games with your brother or a friend? Sooner or later, fights would develop when one of you started to cheat. Board games on computer only ever have one thing going for them. The fact that if you're on your own you can play against the computer. Apart from that, what's the point of playing the game on screen when you can play it normally? And besides, you can't cheat.

Even for a board game Pictionary is unusual. The rules are dead easy. One player draws a picture and when the other, or others, guess what it is they shout it out. If they're right they can move further round a board. The first player to reach the end wins. It's simple when you have a pen and paper but things get a little more complicated when you have to do it on a machine.

For a start unless you are a dab hand at *DPaint* or some kind of massively talented artist, the chances of what you draw on screen looking remotely like what it is supposed to be are pretty slim. Of course this problem is solved in one-player mode where you can take on the computer which draws pretty well for a few bits of plastic and silicon.



Ooh, I know. It's, er, 'falling bomb world people', isn't it? What do you mean, 'no'? I'm going to say I got it right anyway.

However, the game in one-player mode does have a major, major drawback. When you're ready to guess what the computer is drawing you hit the space bar. Simple enough but then the computer gives you the answer and then asks you if you got it right. So honest Joes will be alright but most people would just say yes anyway. And after a few goes you get so bored you'll do anything just to get to the end of the game.

The opportunities for cheating get even worse in multi-player games when you're actually asked which player got it right. Why not get out the boxing gloves right now? This will cause no end of arguments. There isn't much to *Pictionary* and it's hard to imagine that this was ever a full price release. I bet whoever bought it was disappointed when they played it.

Pictionary is an immensely disappointing game. The presentation is poor with only one screen to speak of. The drawing side is a neat touch which hasn't been supported by a real game. Asking people whether they were right or not is hardly going to introduce any element of gameplay or challenge. When you see something like this you can forgive the shortcomings of computer versions of classic board games like Monopoly, Cluedo and Scrabble. Come to think of it, although generally board games don't work on computers I would go for any of these before I played *Pictionary*.

Pictionary really is the worst of a bad bunch. If ever we needed an example of how a game won't work on a computer this is it. It's a curious choice for a conversion job and it just hasn't worked. I strongly recommend that you don't buy this. Even for eight quid it just isn't worth it.

● *LES ELLIS*

THE BOTTOM LINE

It isn't thinkable that this was once a full price game. There are no elements of gameplay or real challenge in it and once the novelty wears off, which takes a few minutes, you realise that this really is a poor effort at a game. There is nothing here to make you want to play it again. Come to think of it after the first few turns you will realise that this is just lousy. Don't touch it.

29 PERCENT

SPELLBOUND DIZZY

Publisher: Codemasters
Price: £7.99
Release: Out now

Will the Codies ever stop producing games featuring an egg, of all things? It seems not. As the Dizzy series climbs new heights of popularity, the egg is fast becoming one of the most well-known heroes around. Well, on the budget scene he's one of the best known anyway. There have been loads of *Dizzy* games, some good, some not so good. The latest in the series is *Spellbound Dizzy*.

Spellbound Dizzy is the biggest Dizzy game ever produced (so it says here anyway) but not having played a great many of the others, I don't know how big it has to be to be the biggest. Their last major effort, *Prince of the Yolk Folk*, was one of the smallest games of all time, standing at only thirty screens, so I guess biggest ever could be an easy thing to do.

I can't understand why these games keep selling. There must be a lot of Dizzy fans out there, but I can't see the fascination of rolling an egg around a level trying to solve puzzles that have solutions that are pretty dumb at the best of times. Most of the puzzles seem to be solved more by luck than judgement. It's an arcade adventure, but not one that I would recommend to anyone above the age of ten. The whole point of the game is for you to run around collecting clues and solving puzzles, but the puzzles are not logical and don't make sense. Why have puzzles if they don't make sense?

Okay so the graphics are averagely cute but they look just like every other Dizzy game ever released. Maybe one day they'll come up with something new but while the old stuff sells why not keep pumping it out? I guess *Spellbound Dizzy* is an okay game, it just holds little appeal to someone like me.

If you prefer games with a little more substance to them then there are plenty about in the same price range. In fact there are loads of really brilliant titles available on budget, from *SWIV* to *Rainbow Islands*, so why not invest in one of these instead of this distinctly average game.

● *LES ELLIS*

THE BOTTOM LINE

The character is dated, the concept of the game is even older, and the look and feel are older still. Dizzy fans will probably feel at home playing this game, they'd have time to finish it between coming home from school and before Children's BBC starts. Older players (anyone over the age of ten) won't like this one little bit. Isn't it about time Dizzy was laid to rest.

58 PERCENT

SUPERCARS II

Game: Supercars II
Publisher: GBH Gold
Price: £9.99

More classic blasts from the past from GBH. After *Switchblade 2* last month the latest addition is *Supercars II*, from the same people who produced the *Lotus* games, Magnetic Fields. And yet again, it's a cracker.

The basics of the game are simple: you race around loads of different tracks trying to amass as many points and as much money as possible. The money is not just there for any old reason, you use it to soup your car up to the ultimate racing machine fitted with all the optional extras. You know, go faster stripes, furry dice, anti car missiles, land mines, all the essentials. You also get the chance to win extra points and

Only Tim remembers the South American Killer Bees on Saturday Night Live. He says they were very funny.

very simple in concept (aren't they all) but there is a puzzle element involved which actually keeps you coming back for just one more go. The basic premise is that you have to feed a family of slugs with a load of maggots. You have to get the maggots to the slugs while avoiding all the obstacles put in your way. As I said, simple in concept but fairly addictive in execution. That's three good games, now we're getting there.

That leaves *Robin Hood: Legend Quest*. This is the only one of these games that hasn't already appeared in some guise or another but I've no doubt it probably will. It's an arcade adventure of sorts, but not a very good one. It features some of the worst attempts at animation and character movement I have ever come across. It gets tedious after a few seconds and then goes downhill fast. As you would expect, you are Robin Hood and you have to go into the castle in Nottingham to beat the Sheriff and rescue maid Marian, but why bother? You won't want to see too much of this before you turn it off.

So there you have it, three good games and two pretty bad ones. Even at their normal price the three good games would cost you £23.97 so for only a pound and two pence more you get these two extra games that may keep the you (or the kids) quiet for a few hours. It's worth buying if you haven't already got any of the titles but if you have got one of the good ones then don't go for the pack. It's good but, er, not that good.

● *LES ELLIS*

***Captain Dynamo* swings out of retirement and into *Super All Stars*.**

THE BOTTOM LINE

Five titles, but only three make the grade. It makes a good present for your kids if you want to keep them out of the way, but if you're thinking of buying this for yourself then think carefully. This is aimed at a younger games player, there are a lot of compilations out there with some very strong titles in them. Check out the shelves carefully before shelling out for this for yourself.

60 PERCENT

SUPER FIGHTERS

Publisher: Ocean
Price:£25.99
Authors: Various
Release: Out now

Oh good, some beat-'em-ups to review. There's nothing that gives me a bigger thrill than games where you get to wander up to bad guys, wiggle the joystick around at random while pummelling the fire button until either you or they fall over, then doing it again and again until either my joystick, my wrist, or my temper snaps. Let's face it, Amiga beat-'em-ups nearly always suck.

Still, some beat-'em-ups are mildly less atrocious than others, so just for the sake of the sheer mental exercise of it, let's see if we can separate the chaff from the, er, real chaff in this ill-advised compilation.

Super Fighters boasts a line-up containing US Gold's ageing conversion of fantastically popular coin-op *Final Fight*, Domark's ageing conversion of fantastically popular coin-op *Pit Fighter*, and Ocean's own ex-Christmas Number One, *WWF*. Staggeringly, for a popular coin-op these days, *Final Fight* is actually a pretty groovy little game, with lovely butch sprites and some reasonably entertaining action, especially for two players at once (another iron bar in the face for those who would have you believe the Super NES has rendered the Amiga obsolete as a games machine – try playing SNES *Final Fight* in two-player mode. Oops, sorry, you can't, can you?), and the conversion is surprisingly accurate. There are a couple of minor omissions and there's a little bit of slow-down when there's a lot going on, but *Final Fight* on the Amiga is essentially

Our hero finds he has been Super Glued to the ceiling in *Final Fight*.

really good fun.

Sadly, after that unexpected boost, it's all predictably downhill from there on. *Pit Fighter* was a spectacularly mediocre coin-op made 'interesting' by the huge digitised graphics which lurched impressively around the screen. On the Amiga they look like blobby stick insects, which throws the utterly dismal gameplay into sharp relief – all the fighting moves are so illogical and slow-to-work that you really will do a lot better with the old random joystick-jiggle.

Big muscley chaps in leotards chuck one another around in *WWF*.

Still, at least in *Pit Fighter* there's a fairly wide selection of different moves to randomly instigate and go 'cool' at. In *WWF Wrestlemania*, you get about three (most of which simply involve either waggling the joystick or hitting the fire button really fast). Way back in issue 10, Gary Penn gave this an absurdly generous 39%, pointing out, correctly, the complete lack of either any real WWF feel or any kind of remote attempt at gameplay, and, struggling to be positive, came up with a single 'Upper' – the fact that you got a free video in the box. Now, of course, the free video has vamoosed.

If you happen to wander into a software shop and someone tries to sell you a copy of this, then I suggest you do the same. Just buy *Final Fight* instead.

● *STUART CAMPBELL*

A dance scene from West Side Story, or a sloppy fight from *Pit Fighter*? You decide.

THE BOTTOM LINE
A slightly more expensive way of buying *Final Fight*. It's really neat, the other two are unadulterated crap.
62 PERCENT

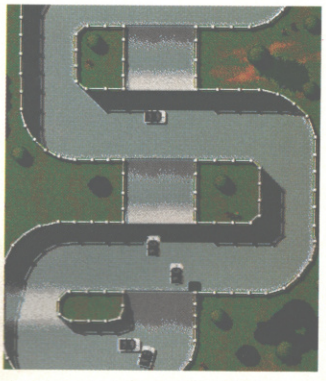
money with question and answer screens, but be warned, you can lose it too.

Supercars II is a vast improvement over the first game and even has a two player mode where you can team up/compete with a friend to get a little further. The tracks are split over three skill levels ranging from an absolute doddle to the meanest opponents and tracks you'll ever find.

There's only one real problem with *Supercars II* – it's ridiculously difficult to keep your car heading in a straight line, meaning you career all over the track smashing into walls and other cars trying to go down a straight piece of road. But that aside, this is a great little racing game. Another thing worthy of a mention are the static screens and intro screens. They look absolutely gorgeous, still some of the best non-digitised stills ever seen.

Combined with the *Lotus* games, *Supercars II* just goes to show how Magnetic Fields seem to have mastered how to make racing games that people will want to play.

And 'playable' is the operative word here. There's a huge amount of satisfaction in taking a jump at high speed, and hitting the corner just right to send a stream of rockets and missiles after the car in front of you. Nicking his position and winning the race is the icing on the cake,



The long and winding road that leads... well, nowhere. But it's great fun nevertheless.

especially if you're playing your mate in two player mode.

All in all *Supercars II* is a rather neat little racing game that suffers only slightly from the stupid control glitch. Superior games have, of course, been released since, namely the *Lotus* games, but this still stands up in its own right as a damn fine *Supersprint*-type racing game. It's certainly much cheaper than a decent Scalextric set, so buy it. You won't be at all disappointed.

● *LES ELLIS*

THE BOTTOM LINE
Supercars II is still very playable and quite addictive. Once you've finished all the courses undefeated, however, it will lose some of it' appeal and you'll only go back to it to challenge friends at the vicious two player mode. At only a tenner, though, it's still great value for money.
82 PERCENT

SHADOWORLDS

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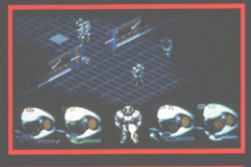

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PD

PD or not PD is the rather predictable question with which to start off a Public Domain section. The Bard of Bath, Dave Golder, checks out the latest in free, nearly-free and not-free-at-all-but-still-quite-a-long-way-on-the-cheap-side software.

MAD SUSIE GOES ON

Telescan Computer Services

Godfather 2. The Empire Strikes Back. Superman 2. Rare things – sequels that are better than their predecessors. *Mad Susie Goes On* is another example. But there is a difference. The films had pretty tough acts to follow. *Mad Susie Goes On* would have had to be the computer game equivalent of Attack of the 50-foot Woman to be any worse than the original.

Mad Susie had one of the worse jumping systems ever. It was a bit like trying to control a grasshopper on speed in a force eight gale. The controls in *Goes On* are hardly perfect, but at least now you actually have a chance of playing the game without having to spend hours learning how to get the sprite to go where you want it.

Just one small (mad) girl and her ponytail on a platformy journey through a castle.

Mad Susie Goes On is a platform puzzler set in a murky castle on a thundery night. There's not much in the way of action. Rather it's one of those games where you have to work out the correct route through the levels, picking up bonus points, opening doors and avoiding anything that looks nasty. Quite what Susie, a precocious little, lollipop-carrying child, is doing here is unclear – perhaps her parents are trying to get rid of her.

The graphics and sound are very atmospheric. The scrolling and animation are smooth. The control system is, well, not irritating, at least. In fact it's moderately diverting, though the puzzles aren't much of a challenge – it's usually pretty obvious what you have to do, and the game rarely lets you stray too far from the correct path.

VERDICT: An okay game, but with the lastability of an ant at an Aardvark convention.
★★★

INTREPID

Telescan Computer Services
Shareware $15

This is one of those, 'Okay if you like that sort of thing' games. You control a futuristic tank which is dropped into enemy territory. You have a mission to complete, usually along the lines of, 'Rescue so-and-so, blow up everything in sight and exit stage left.'

These are the controls. *(Tanks a lot. – Ed)*

Enemy territory is represented as a grid. You start in the bottom middle and you can see what is in each of the adjacent screens. What can you expect to find in these squares? Enemy tanks, fuel silos, ammo dumps, that sort of thing. Ah, did I forget to tell you that you probably won't have enough fuel or ammunition to complete the mission? You also have a limited time, just to make things even more interesting.

The game is mouse-controlled. Most of the time the screen represents the controls of the tank, and displays the grid. You move about the grid using a compass-type affair which you click on. You also have a probe which you can send out independent of the tank. Each move takes five minutes, and both the probe and tank can move in the same go.

If you move into a square containing enemy forces the screen changes to attack mode and you see what's outside. The enemy poke their heads out of hiding and take shots at you. You blast them by clicking on them with the mouse cursor.

Intrepid is pretty tough, but relies a bit too much on luck – you have to hope you search the correct areas before you run out of either fuel or ammo. But it is fairly addictive – you always want just one more go to prove you can do it. And it's excellently presented, with some clear, functional graphics. Pity there's not a tad more variety to the gameplay, though.

VERDICT: A pretty straightforward strategy game impressively presented.
★★★

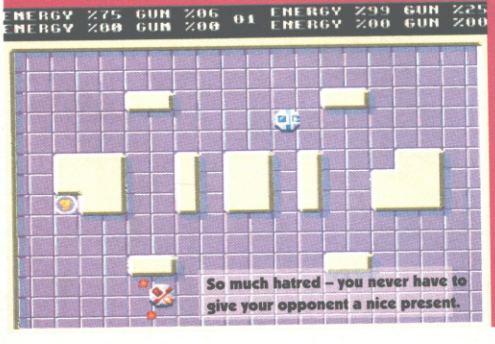
TANK ATTACK

Dataclan

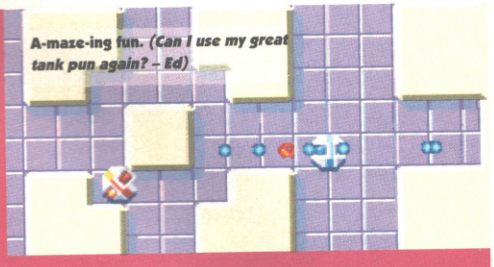
Don't you just love a good ruck? If you do, you'll love this – a no-nonsense, no-holds-barred, no original ideas (but, hey who cares?) blast-the-living-daylights-out-of-your-mate's-vehicle-type affair sort of thing.

Up to four players can take part (with the minimum of two or it's not much fun). Each controls a futuristic tank (haven't we been here before?) which trundle around a series of tracks/mazes, and basically all you have to do is try to hit your opponents while avoiding their fire.

You can take a number of hits – a display at the top of the screen shows your energy level. And you can't just blast away like mad on autofire – blasting energy also runs down, and if it runs out completely you have to wait a good few seconds for it to build up again.



So much hatred – you never have to give your opponent a nice present.



A-maze-ing fun. *(Can I use my great tank pun again? – Ed)*

Power-ups appear from time to time. These include invisibility, speed-ups, extra energy, extra fire-power, all the usual stuff.

There are tons of levels. – they might be randomly generated, though I couldn't be sure. Anyway, we played up to level 25, and the end seemed nowhere in sight. The controls are very smooth and the on-screen movement and collision detection very polished. It's fast, furious fun, if a bit brainless – the only real drawback is that the game doesn't keep a running score of who's won what.

VERDICT: If you've got some mates, some time to spare and can't be bothered to think too hard, there are a lot worse ways to spend your time than with this frantic blaster.
★★★★

ALL GUNS BLAZING

NBS

This has to be one of the most misleading titles ever. Oh, sure, you have a gun, but if your use of it approaches anywhere near the description 'blazing', you'll be luckier than a very lucky thing indeed that's just had an especially good turn of fortune.

It's a duel which takes place between two cars whizzing around a top-down viewed track. The winner is the first to either complete a set number of laps or to blast their opponent to more pieces than a warehouse full of jigsaw puzzles.

It looks and sounds impressive, and the inclusion of a course designer is a nice touch. But it plays like a Morris Minor struggling through a Miami swamp. The controls are awkward, the cars bounce off the sides of the tracks in all directions and the using the weapons is a bit like the jokes in Bottom – if they hit it's more a matter of luck than judgement.

VERDICT: It'll drive you round the b... *(Don't you dare. – Ed)*
Rating: ★★

Addresses: TELESCAN COMPUTER SERVICES, Handsworth Road, Blackpool ☎ Blackpool 22296. ● DATACLAN, 17 Saltford, Allerdene Est, Low Fell, Gateshead, Tyne & Wear NE9 6BG.

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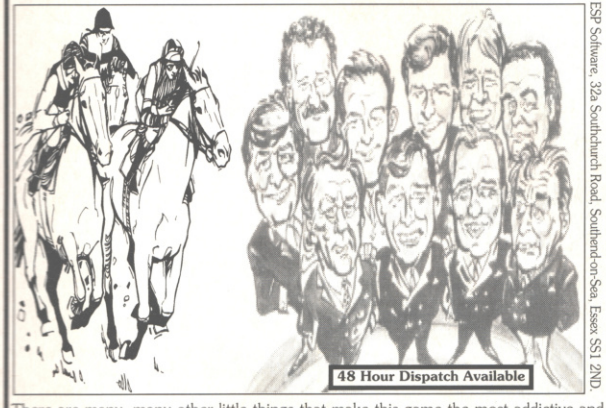

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POINTS OF VIEW

And just in case you were wondering, this is what the rest of us thought about all those games...

	ROAD RASH	PINBALL FANTASIES	CAMPAIGN	LETHAL WEAPON	MACDONALD LAND	KYRANDIA	SPORTS BOXING	WEEN	BUNNY BRICKS	NO SECOND PRIZE	BC KID
MARK RAMSHAW	Not bad, a bit Mega Drivey ★★★	Great stuff. Originality zero ★★★★	No really, it's very good ★★★★	Gosh, a good licence ★★★★	McBoredom Land ★★	Wow, a game that Les liked ★★★★	Haven't played it	Très neato ★★★★	Haven't played it	Totally, utterly excellent ★★★★★	Unpretentious fun ★★★★
STUART CAMPBELL	Ace conversion. Alright game ★★★★	Get this or get a life ★★★★★	Haven't played it	Surprisingly it's actually good ★★★★	As bland as the burgers ★★	Another huge great adventure ★★★★	Haven't played it. Pity it's got me in it.	Groovtastic stuff ★★★★	Haven't played it	Gosh it's really impressive ★★★★	Not as good as Gary says ★★★★
GARY PENN	Oh good, a Mega Drive conversion ★★★	Smart stuff. I like it ★★★★	Haven't played it. Don't want to.	Haven't played it	More smart stuff. I like it ★★★★	A bit of alright ★★★★	Dull. Dull. Dull. ★★	Haven't played it	Not my cup of cocoa ★★	Gosh, it's really neat ★★★★	The best platformer ★★★★★
TIM NORRIS	Quite nice the first few times ★★★	Better than the original ★★★★	A wargame that works! ★★★★	Not really my scene, man ★★★	I hate McDonald's ★★	Extremely pleasant ★★★★	Pointless ★	Puzzley fun, silly name ★★★★	I preferred *Arkanoid* ★★	Can't stop playing it ★★★★★	Harmless and humorous ★★★★
LES ELLIS	Okay conversion of an okay game ★★★	Pinball ecstasy, more like ★★★★★	Haven't played it	Not at all bad for a film licence ★★★	Aaaaargh! ★	Excellent RPG fun ★★★★	Haven't had time to play it	Excellent French RPG fun ★★★★	Just a poor *Breakout* ★★	Great 3D racer ★★★★	Not bad for a few tries ★★★

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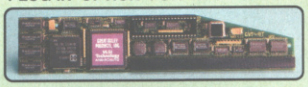

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PRICE	£599	£849	£1199	£1699

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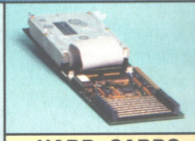

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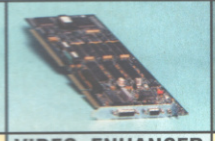

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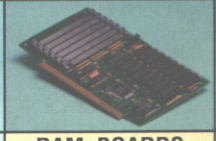

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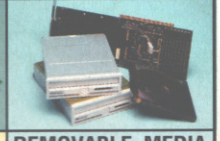

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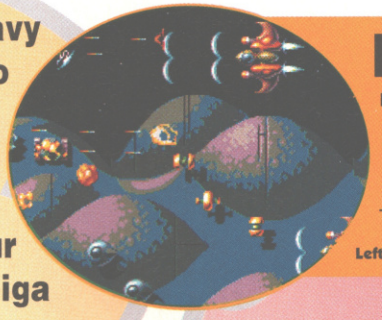
WHAT'S IN THE AM

(Thud.) Here's a heavy sack of joy and no mistake. Gary Penn takes a look inside (rustle rustle) to find out what your favourite Amiga software programmers and publishers are up to next year...



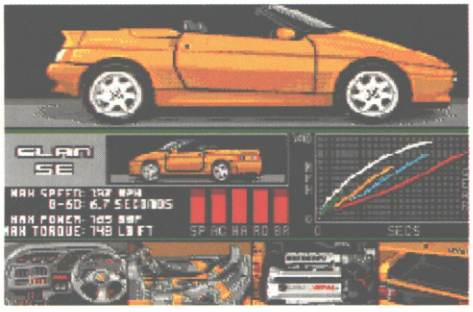
RENEGADE

For Easter next year there's Steve Kelly's new project, written in conjunction with coder Nick Alderton and artist Dan Malone. Further details have yet to emerge. Former Strangeways coder Jason Perkins and erstwhile System 3 artist Robin Levy have resurfaced with *Ruff And Tumble*, a beat-'em-up with a difference, as they say. And let's not forget Andrew Braybrook's *Uridium II* – potentially one hell of an impressive shoot-'em-up.

Left: An early development shot from *Uridium 2*, due next spring from Renegade.

MAGNETIC FIELDS

Shaun Southern, the man behind the critically acclaimed *Lotus* series of racing simulations, has understandably had enough of cars for the time being. His next project's likely to be a shoot-'em-up.

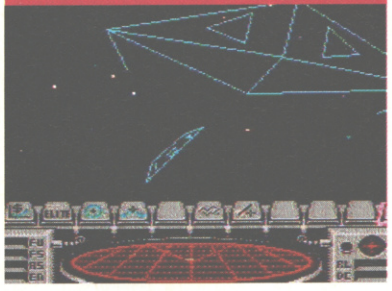


Right: The last word in *Lotus* games, and the last Shaun Southern wants to hear about them for some time.

IAN BELL

The co-author of *Elite* has been quiet on the home computer entertainment front for almost a decade. Now he's returned with a new project, *Budo*, which has been described as a pacifist fighting simulation. Can this be true? "Well, yeah," he says. "It is abstract. There are no humanoid figures. It's a sort of cross between *Tetris* and *Asteroids*. It might appear on the Amiga but at the moment I'm developing algorithms and working out the gameplay."

Ian Bell – author of the original *Elite* – now at work on the Amiga.

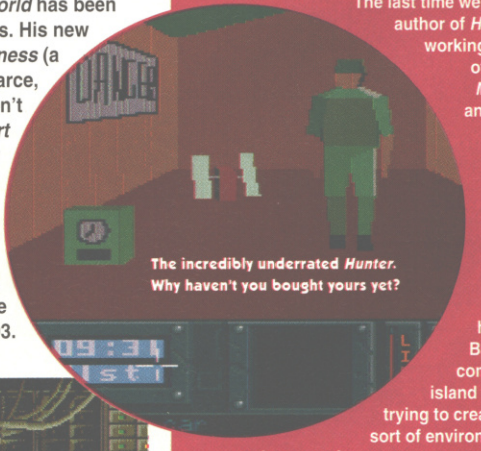


ERIC CHAHI

The programming genius behind Delphine's *Future Wars* and *Another World* has been signed up by Virgin Games. His new project is *Heart Of Darkness* (a working title). Details are scarce, but it's understood that Eric won't be resting on his laurels. *Heart Of Darkness* will utilise a new approach to his impressive (and unique) interactive polygon-orientated story-telling system. A release date has yet to be set, but don't expect to see anything before the second half of 1993.

PAUL HOLMES

The last time we spoke to the author of *Hunter* he was working on a sequel of sorts called *Maverick*. Not any more. "I've scrapped that," he says. "I'm working on something else. It's still using a 3D landscape but the idea has changed. Basically it's a complete fractal island this time. I'm trying to create a realistic sort of environment but I'm going more for sports events rather than an adventure as such. I'm utilising the fractal landscape for skiing and water sports and things like that. It hasn't really been done before. Hopefully I should have the first events working for just after Christmas. There won't be tasks to complete as such but you will have to purchase maps and things like that and work it out. It's not adventure in the sense of finding murdered people and things. It's more of an adventure playground."



The incredibly underrated *Hunter*. Why haven't you bought yours yet?

IAN BIRD

The *Millennium 2.2* and *Deuteros* author isn't keen to reveal much about his new work. "It's a seedling at the moment," he says. "I'm developing it on the PC but it'll probably eventually go on the Amiga. It's very graphical. Very science fiction. It's not in a similar vein to anything I've done before. It's quite original. There's nothing I know of that's like it. It's all in modules, some of which look very nice. It's going to be at least six months before anything comes together to be seen."

***Deuteros* author Ian Bird – back on the science fiction trail.**

MIGA BAG FOR '93?

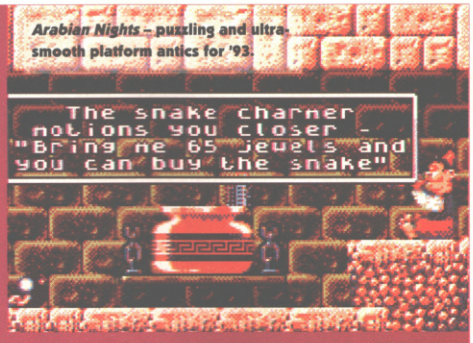
OCEAN

"In the first quarter of 1993 we've got *Hot Hatches*, which has been written by Trevor Scott of ID. It's a Cannonball Run type thing," says Ocean's Development Manager Gary Bracey. "Our philosophy is to put fun back into these sort of things. It's all very well having a good simulation but it's got to be playable, too, as we demonstrated with *F-29*. Then we've got *Shut It* which is the unofficial follow-up to *Push Over*. It's a different style of game but the same genre, if you see what I mean. *Sleepwalker*, the Comic Relief tie-in, that's for around the same time. Then there's the Numero Uno: *Jurassic Park*. We're also working on DC Comic's *Lobo* for the Amiga 1200. It's an in-house project by the same people who did both the *Addams Family* games on the Super NES. We're gearing many things towards development on the Amiga 1200 for next year. At the very least we'll have games for both the normal Amiga and the 1200 but there are certain projects we're working on explicitly for the 1200. It's unlikely we'll have very many coin-op conversions. Ah, I almost forgot. We've got the most beautiful golf game for the Amiga. It's by a new team called Floppy Disk Electronics and it's due maybe for the second quarter of '93. It's the definitive golf game and we've got the best licence to go with it as well. You'll see what I mean when we announce it officially. We're in the process of tying up another big licence at the moment and we're certainly looking at tying up a couple of others during next year."

DC's lurid comic of ultra-violence – coming to the Amiga 1200 next year.

KRISALIS

"The Amiga seems to be selling better since the price cut, which is good news," says Tony Cavanagh. "For next year we've got *Soccer Kid* planned for Easter. We've got another cutesy game, a classic platform scenario called *Alladin* or *Arabian Nights*. You have to find the caliph's daughter and escape with her. There are magic carpets and magic lamps with Genies to use. It's being written by a guy called Simon Pashley. It's his first Amiga project but he's done plenty of other stuff. Daniel Headton, who's only just joined us, is doing the graphics. Also we have a reciprocal publishing arrangement with an American company called MicroLeague. They made their name with sports management simulations and now they're broadening their activities. They have three arcade sports simulations: baseball, basketball and American football. We'll be publishing at least two of those next year. We've two other products planned but we haven't any names. One will be a sort of sequel to *Sabre Team*, using the same engine but with medieval castles and dungeons and things. I don't know if we'll be re-using the *Shadowlands* engine yet."



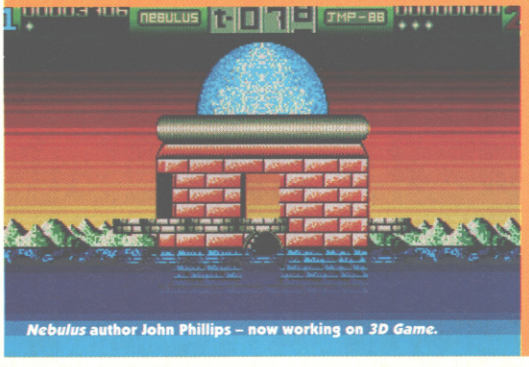
Arabian Nights – puzzling and ultra-smooth platform antics for '93.

VIVID IMAGE DEVELOPMENTS

"We're still looking for the best offer for *Samurai II*," says John Twiddy, "so in effect that will be coming out around Easter time. We're also doing this Formula One racing simulation for Virgin Games, which is essentially for the '93 season. It's a different style of game really, more management orientated than, say, Geoff Crammond's, so it's not necessarily the same market. It's primarily for the PC but we will be converting to the Amiga. There's nothing much else in the pipeline really."

JOHN PHILLIPS

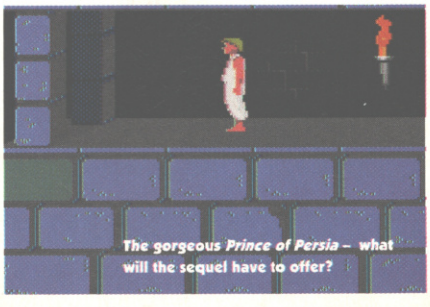
The man behind *Nebulus* and *Eliminator* and the never released *Scavenger* is working on a 3D polygon-based arcade adventure. "The sort of gameplay's a bit like *Monkey Island*, as an adventure. I'm not sure what the storyline will be yet. It's set in a city – a proper one, not a *Damocles*-type one. There are roads and pavements and buildings and stuff, and loads of people walking around and vehicles to drive. There's loads of detail and depth cuing – the objects fade into the distance. It's using a remote camera view so it's not through the character's eyes – you can see him. The camera swoops after him as he walks through doors and so on for cinematic effects. It should be ready for some time next year. The working title is *3D Game*. I have a few names but it depends on what game's going to be about. I've yet to assign it to a publisher. I want to put a few months more work into it yet. It's on the PC but it could go on to the Amiga."



Nebulus author John Phillips – now working on *3D Game*.

JORDAN MECHNER

The *Prince Of Persia* author's still beavering away on the sequel for Broderbund. *Prince Of Persia II* is planned for release in the UK through Electronic Arts in March of next year. As was the case the original, owners of IBM PC and compatibles will get first crack of the whip, with the Amiga version not far behind. That is all. Broderbund are keeping further details close to their chests.



The gorgeous *Prince of Persia* – what will the sequel have to offer?

MICHAEL POWELL

The *Powerdrome* author and composer of the music for Glyn Williams' *Warhead*, *Archer Maclean's Pool* and David Braben's *Frontier* (aka *Elite II*) has been putting the finishing touches to his futuristic combat simulation *CyberFight*... for the PC. It looked as though *CyberFight* wouldn't make it to the Amiga due to technical difficulties, but now the prospect of it appearing is an increasing possibility. Michael's managed to get the polygon visuals running at a playable speed so there's every chance *CyberFight* will be released through Electronic Arts before 1993 is out. Hoorah!

CHRIS SORRELL

"I'll be converting *James Pond III* from the MegaDrive to the Amiga for... I think it's an Easter release. It probably won't be called *Splash Gordon*. Dr Maybe has set up his base on the moon and he's mining the cheese which he's sending to Earth to flood the world's cheese markets. Obviously he has to be stopped. There are all sorts of cheese – all sorts of dairy products in fact. There are lots of new gadgets, and Pond can now walk round the walls with his magnetic boots. There'll be a lot more interaction with objects and using them for various purposes, and more of the power-ups like the way they were used in *RoboCod*. There'll be a big map screen to select the levels from."

CORE DESIGN

Crikey! These chaps will be living in Sequel City next year. They have *Chuck Rock II*, *Thunderhawk II* and *Heimdall II*. "Plus four new original titles," says head honcho Jeremy Smith. "With *Chuck Rock II*, the story's five years on. Chuck's had a successful half a decade. He has a baby son, and he was also the inventor of the automobile. He's set up Fjord Motors, but his arch enemy, Brick Jagger, has also set up Datstone Cars, and he wants Chuck's company. Brick's kidnapped Chuck. He throws a rock through Chuck's house, with a slate attached. There's Ophelia, knitting a romper suit for the baby, and she reads this message to hand over the company. Baby Chuck hears this, smashes out of his play pen, picks up his toy club and with the immortal words 'I'll be back!' sets off to rescue his dad. It's a similar blend of cartoony platform action as before, but this time we're using some very clever techniques for some real special things like proper swinging ropes and screen rotation. There are five levels with sub-games. There's a chariot race with dinosaurs pulling the carts, a race down rapids in a turtle shell canoe, and bouncing on the back of a giant tortoise to collect apples. The kid's club's used in many ways. He can stand on it to avoid things like burning floors and soldier ants, and he can set fire to it to light the dark caverns. And, of course, he can belt things with it. There are loads more interactive characters and special traps. We reckon it'll be the ultimate platform game. It's being written by Dan Scott, who did *Premiere*. He's one clever dude. The original team are involved... Bob Churchill's chief designer and working with Chris Long, and Lee Pullen's doing the graphics again. That'll be ready for Easter. *Heimdall II* starts where the first one left off, with the Battle Of Ragnarok. It will be by the same team. It'll be similar to the first one but we're taking note of the loads of suggestions people sent to us. With *Thunderhawk* we got an awful lot of response. What we're going to do with *Thunderhawk II* is incorporate those suggestions. It'll be heavy on the action again. We've got some new ideas, too, especially for building up the terrain to make it more interesting. We're also looking to do a sequel to *Curse Of Enchantia*, in space perhaps."

GLYN WILLIAMS

The *Warhead* author's flight 'n' fight simulation *Airduel* will be ready for release at the beginning of next year. It's no longer with MicroProse though – Glyn's currently talking to new publishers. "It's now more of a video game again than a simulation. I've recently fallen in love with *3D Studio*, which is used to generate photo-realistic shapes. I'm using some of that in *Airduel*. There's a lack of narrative clarity in 3D games, so I'm redressing the balance. I'm using cutaway shots in *Airduel*. When I've finished *Airduel*... I've done a couple of proposals for a company. One of them's a video game much like the *Super Mario*-style but with a tank called an Urban Pacification Vehicle."

NICK PELLING

The hexpert behind the Amiga conversion of *Wing Commander* will be working on *Call Me Red*. "It's a kind of '50s McCarthy-ite witch-hunt with a squirrel. A political statement? Of course: all Athenians are liars. It's not cute, it's a horrible squirrel – this isn't going to be Sonic The Squirrel you know. That's as much as I'm saying. I'm working with Herman Serrano. I don't really give a damn who publishes it. Part of it's using my full screen parallax thing. It's not like any other parallax. It's my own parallax. I didn't pick it up from the parallax counter in Sainsbury's. I'll also be doing a smoother, faster scroll than anyone's ever done before. I was talking to some German hackers. There's a way of flipping between high res and medium res for a half pixel scroll, but you can't do it with a copper list and can't use sprites two and three otherwise it's not fast enough. I've also been working spatial sound for true surround sound on the Amiga. It works because your ears are actually spirals. I'm also working on texture mapping using the Blitter. It's using the same technique I used for eight-channel stereo sound on the Amiga." Crikey. Now if only he could put all that into something playable, it'd be one in the eye for the cocky console owners.

TONY CROWTHER

"I should have *Captive II* ready for the beginning of next year. It's nowhere near like the first one. I'll probably do another sequel using the same techniques. I took *Captive* and used it as general idea then scrapped it. *Captive II*'s all the stuff I wanted to do in *Captive* but couldn't do. That was me learning the machine, but now I know a lot more. There are four screens at once, using 64 colours. It really makes your eyes open. It's set indoors – we wanted more office blocks and stuff. It's using the same movement as *Captive* 'cos I prefer it. Too much free movement spoils it. It's using polygons for the characters. The problem was, I can't do polygons, so we got Ross Goodley to help out and I made it faster. I am also working on an editor for sprites and stuff, which has metamorphosis between images but I don't know what I'm going to do with it yet."

The highly acclaimed (but rather dated) *Captive*, finally due for a sequel from Tony Crowther.

BULLFROG

"Well, *Syndicate*'s slipped into next year," says *Populous* author and Bullfrog boss Peter Molyneux. "Then there's *Pip*, my next game, which should be out around Easter time. It's certainly something totally different but it's not a platform game or a shoot-'em-up or anything like that. People who've seen it say it's the most original concept of the last 10 years, which is nice. *Creation*'s still going ahead but it's going to be really hard to do on the Amiga. We may yet do it. There's also a thing being written out of house which hasn't got a name yet. It's much more of a traditional game shall we say."

The first shoot-'em-up god sim – Bullfrog's *Syndicate*.

RAGE

"There's an original game we're working on at the moment," says Rage supremo Paul Finnegan, "called *Cheddar George*. It's an arcade style one with a cartoon element, but I can't say much more than that. We should have it finished for March or April of next year." *Cheddar George* represents Joffa Smith's Amiga debut (erstwhile Spectrum owners may remember him for the corky *Cobra*). Charles Davis is providing the visuals (his portfolio includes the *Hudson Hawk* sprites). "We'll also be working on *Striker II*," Paul adds.

SENSIBLE SOFTWARE

The mad March hares will be slick not slack in 1993. "There's *Cannon Fodder* for Virgin Games," says Jon Hare. "You know, there're these soldiers wandering around landscapes. You control the highest ranked guy and the others follow him around. You can get them to swim and shoot guns and rocket launchers and throw grenades and drop mines. You kill these enemy soldiers and blow up choppers and tanks, but you can control them, too. It's war but there are no sticks for guns. Then there's a sequel to *Soccer*. We've got some good ideas kicking around. We'll be improving it during the next year, expanding it and tightening it all up. I don't see there's much we can do with the graphics – maybe a different pitch or some streakers with big *(Snip! – Ed)* – but the viewpoint is an essential element so it can't change much. The guys can't get much bigger, and we can't use more colours or it'll run slower. Maybe we could have a few more animations, maybe a bit more razzmatazz. We've got more presentation screens, which Ubik's working on. And there's *Mega lo Mania II* of course, but that depends on how long Ubik spends on *Soccer*. *Mega lo Mania II* we're writing specifically for the Amiga. We're not bothering with the ST now."

Cannon Fodder – check out our preview in this month's Things To Come section.

ACCLAIM

At the beginning of 1993 we should see the conversion of Bally's *Terminator 2* arcade machine. The Simpsons' spin-offs Itchy & Scratchy will be attempting to kill each other on the Amiga towards the end of 1993, while *Bart's Nightmare* should appear in the third quarter. Then there's *Spiderman*, based on the movie from director John Cameron and starring Michael Beihn as the friendly neighbourhood webspinner and Arnold Schwarzenegger as the villainous Dr Octopus.

GRAFTGOLD

"I want to get another original product out for the Amiga, possibly two," says *Realms* author and Graftgold guru Steve Turner. "We're working on an overhead, everywhichway scrolling tank game – the idea I suppose came from the tank bit in *Ikari Warriors*. It's a tank with an independent turret. In a way the game reminds me of *Flying Shark*, it's that sort of look. You can pick up power ups... At the moment it's a simultaneous two player game. The working title's *Tanky II*. It sounds like a catchy, meaningless Japanese name. It's being designed and written by Jason Page. We've yet to assign *Tanky II* to a publisher, but it'll hopefully be Renegade. The other thing I have a design for is a kind of update of the *Avalon* and *Dragontorc* series. The possibilities are endless for 16-bit. I'm taking a look at existing ones like it, to see what I'm up against. Mine would lean more to arcade than adventure, more like the console stuff. I'll try to get away from the text angle as much as possible. Andrew's experimenting with dual playfields for Amiga *Uridium* instead of 32 colours. One of his possibilities for next year is *Fire And Ice II* but it depends how we see platform games standing up nine months to a year after *Uridium II*'s finished."

The legendary Spectrum classic *Avalon* – set for an Amiga update?

ELECTRONIC ARTS

Indianapolis 500 authors, Papyrus', Formula One racing simulation is coming along slowly but surely. EA will say little more than that. Michael Powell's been working miracles and now his *CyberFight* is more than likely due for release on the Amiga in the middle of next year (see elsewhere). *PGA Tour Golf* authors Sterling Silver aren't up to much unfortunately – their sequel's only for the Sega Mega Drive at the moment. Other items of interest to look forward to are *Music Construction Set II*, Origin's new wares, *Biosphere* (a space opera from EA's American arm), a new *Bard's Tale* adventure and the RPGs *Rights Of Eternity* and *Spiral Arm*. The conversion of EA's pucking and rucking Ice Hockey simulation from MegaDrive to Amiga is still under discussion,

DELVIN SORREL

The Miracle Games man will be working on a project in his own spare time. "I'm going to do a *Marble Madness* type of game with a multi-directional scrolling landscape with loop-the-loops and jumps and stuff. It'll be puzzley – you'll collect things, a bit like the rings in *Sonic* or the coins in *Mario* – but more *Marble Madness*-y than anything else. I'll be using a super fast scroll with the same isometric viewpoint. My wife, Debbie, will be doing the graphics. She's already done the graphics for *Spindizzy Worlds*, so you should get the idea."

PREDICTIONS? WE GOT 'EM

What will be the trend for Amiga software in '93?

- Many publishers are using the Amiga as a testing ground for original products intending to publish them for consoles later. There'll be plenty of arcade action, shoot-'em-ups and platformers.
- We should see more genuine console software being converted to the Amiga, particularly Sega MegaDrive and PC Engine stuff.
- Big name arcade conversions will be few and far between. Character and film licences will be at the forefront, but most of those will appear on console first and probably not on the Amiga until the end of next year.
- The *Populous* god simulations have had their day. Mmm.
- The quality of Amiga software will be at its highest yet. Let's hope so!

BRITAIN'S BEST-SELLING SEGA MAGAZINE!

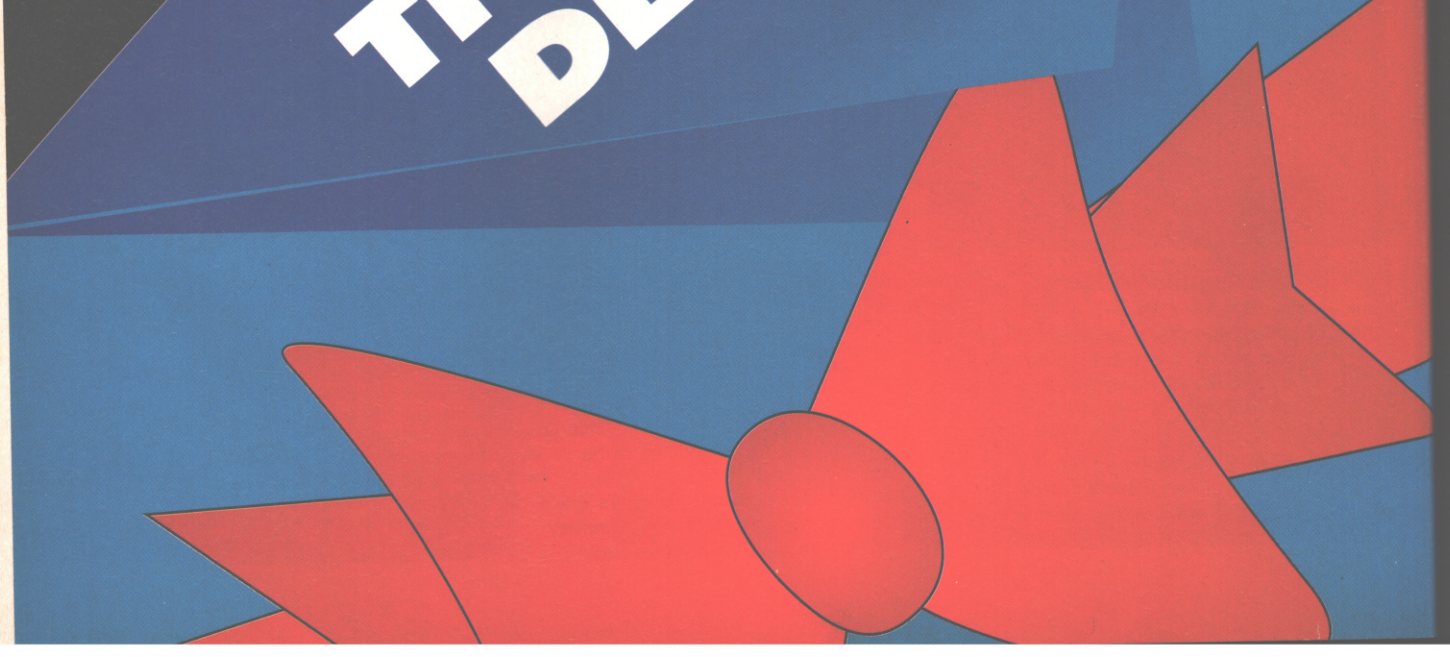
SEGA POWER

LOOK OUT FOR THE NEW ISSUE

WE REVIEW:

- ***Road Rash 2***
- ***Mickey 'N' Donald In World Of Illusion***
- ***Sonic 2 on the Game Gear***
- **Plus loads more!**

ON SALE THURSDAY 3 DECEMBER



AMIGA POWER AND EMPIRE PRESENT A TANK-TASTIC CAMPAIGN COMPETITION

WIN!

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PLUS A COPY OF *CAMPAIGN* AND A SWEATSHIRT

ON THE RIGHT (CATERPILLAR) TRACK

Right, it's like this. Empire are proud to announce the release of *Campaign*. So proud, in fact, that they've decided to give away a jolly super working model tank, a copy of *Campaign*, and a rather limited edition *Campaign* sweatshirt. And, not entirely surprisingly, they're even stumping up for 10 runners' up copies of *Campaign*. Wow. Of course, when we say 'give away' we don't actually mean give away as such. Well, we do, but there's a catch. Isn't there always?

SO, WHAT'S THE CATCH THEN?

To stand a chance of winning one of these deeply fabulous prizes, we've these rather feeble questions for you to answer.

Who said these famous phrases?

1. "We shall fight on the beaches, we shall fight on the landing grounds..."
2. "Broadsword calling Danny Boy"(it's in a movie)
3. "You're a tramp, a drunk, and an unfit mother."

Okay? Now write the answers down on the back of a postcard or sealed envelope, and send them to:

I Fought In The War For The Likes Of You, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW.

RULES AND REGULATIONS

- Employees of Empire, Future Publishing or Rommel are not eligible to enter.
- The Editor's decision is final, so there's no use starting a war over it.
- The closing date for entry is 31st December.

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FROM THE MAKERS OF THE WORLD'S BEST SELLING AMIGA MAGAZINE

The Amiga Format Annual 1993

Past
We look back at all the big Amiga news of 1992

Present
We look back at all the big Amiga news of 1992

Future
We look back at all the big Amiga news of 1992

What a year it's been! We've seen an Amiga revolution, with new models out, the A570 CDTV drive shipping and the promise of even better Amigas to come. And it's not just Commodore that's been busy – news of amazing new hardware and software developments has come thick and fast.

To put the year in perspective and to find out what's on the cards, we're grilling all the experts, hardware and software manufacturers to find their veiws on where the Amiga is headed. For a year in view, plus exciting news of what's coming up, make sure you get the Amiga Format Annual.

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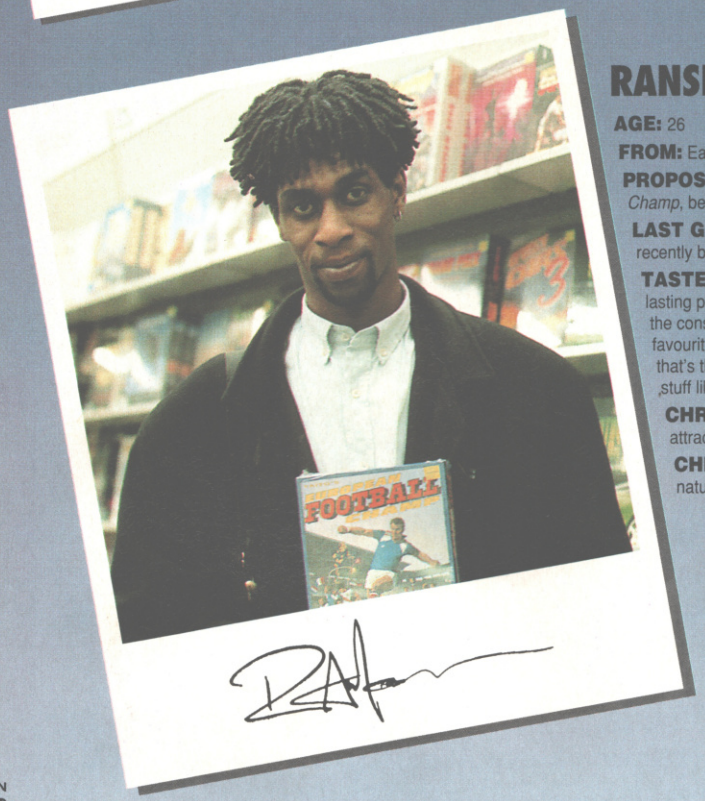
THALION

"I predict that the next person who walks through that door will pick up a computer game, and buy it."
"Remarkable Holmes, how do you do it?"
"Elementary my dear Watson, we're in a Computer Games store in London's Oxford Street. What else can a customer do?"

YOU THIN K TO BE CH R

A story by Sir Ronnie Conan Randall.



RANSFORD MORRISON

AGE: 26

FROM: Ealing, London.

PROPOSED BUY: "A soccer game, probably the Taito one, *European Football Champ*, because I love playing the coin-op in the arcades."

LAST GAME BOUGHT: "Well I've only just got my Amiga 600, I've had a 64 until recently but erm, *Leaderboard*, the golf game."

TASTES IN GENERAL: "I like Amiga games for their sense of reality, their lasting playability, and the vast selection of game types available when compared to the consoles, which seem very limited. I'm really into sports sims and my all-time favourite would have to be a football management game, yeah, *Football Director II*, that's the one. I have to be a bit choosy because of the cost, but I'd like to check out stuff like *Sensible Soccer* and a couple of these more recent sims like *The Manager*."

CHRISTMAS TOP DOG PREDICTION: "*Street Fighter II* is the main attraction because of the general buzz, but I'll say *Alien*^{3} just to be unpredictable."

CHRISTMAS TOP DOG PREFERENCE: "A good, realistic football game naturally. *Kick Off 3* if they get it out in time."

BUKKY OMOTOSS & TOM ALEXANDER

AGES: 14 and 14

FROM: Highbury, and the Barbican/Islington environs of London.

PROPOSED BUY: Tom – "We came here to look at *Zool*, I've played a magazine demo already and it looks pretty good, a *Sonic*-type platform game, can't go far wrong with that. Mostly our Amigas are for game playing, but we both mess about with animation and art graphics too. It's a recent acquisition."

LAST GAME BOUGHT: Tom – "*Sensible Soccer*, excellent, better than any of the *Kick Off*s and much easier to control, a really tasty football game."

TASTES IN GENERAL: Tom – "Arcade games, beat-'em-ups, smash-'em-ups, shoot-'em-ups, basically violence. Oh! And the first *Monkey Island* too, that, *Lemmings*, and *Turrican II* are probably my favourite all time games." Bukky – "*John Madden* is my favourite, in fact sports simulations and racing games are the sort of thing I prefer to play most of the time."

CHRISTMAS TOP DOG PREDICTION: Tom – "It must be *Street Fighter II*, it's just the biggest thing since forever in the arcades and on consoles, Everybody plays it everywhere, how can it fail? *Wing Commander* has the most realistic chance of topping it in the charts, but seriously, there's no chance whatsoever of anything beating *Street Fighter II*."

CHRISTMAS TOP DOG PREFERENCE: Bukky – "I like *Streetfighter* and the ilk but something a tiny bit more original than yet another beat-'em-up deserves to be top, the *Lemmings* follow up for example, that or *Archer Maclean's Pool*."

K WHAT'S GOING RISTMAS NO.1?

STEVEN AND KIM MARWICK

AGE: 27 and ?!

FROM: Brighton

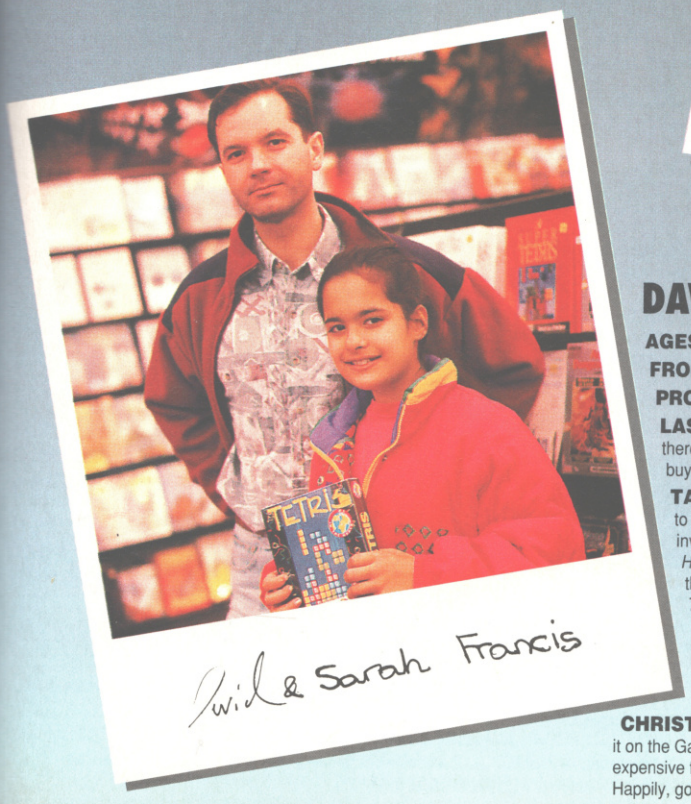
PROPOSED BUY: "I'm getting MicroProse *Formula One Grand Prix* because my brother recommends it highly, he's really into his Amiga so I go along with what he rates. Mind you he didn't tell me the price, ouch!"

LAST GAME BOUGHT: "To be truthful I think you've got the wrong guy, I'm a bit of a gaming dinosaur. I'm working too much to find time to play often so something like *Football Manager* was probably the last thing I got, and how old is that?"

TASTES IN GENERAL: "I've been checking out all the other car and general sport sims while I've been here, I'm the classic armchair sports enthusiast I suppose."

CHRISTMAS TOP DOG PREDICTION: "Number one? I dunno, help! Where's my brother, he knows all this stuff, he'd probably say one of those silly console type platform ones with funny creatures, *Battletoads* sounds like the kind of thing, but me? Lemme outa here. What do you think Kim?"

Kim – "I say you can have whatever game you want at number one so long as I can buy that jacket I saw up the road."



DAVID AND SARAH FRANCIS

AGES: 34 and 11

FROM: East London, Essex

PROPOSED BUY: Sarah – "*Tetris*, I've played it on the Game Boy before."

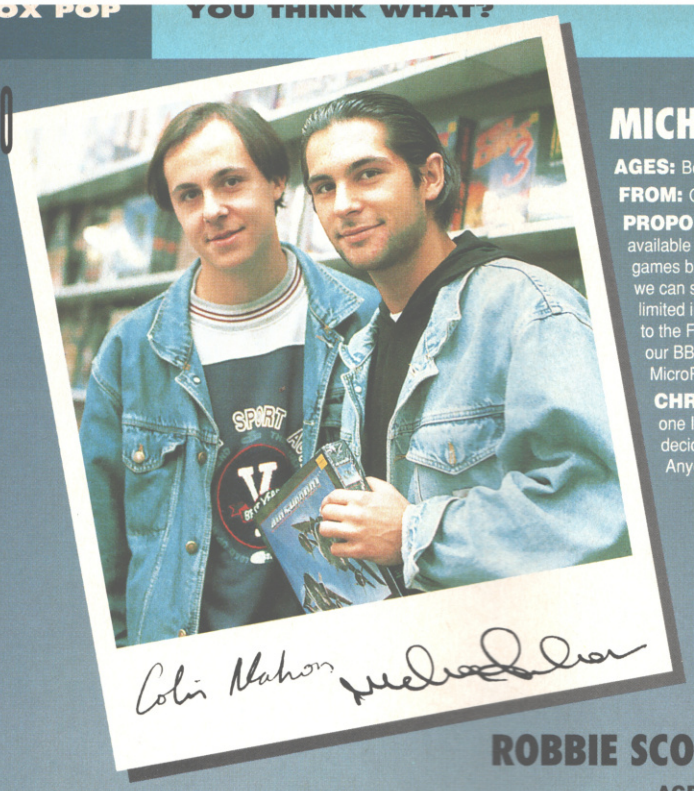
LAST GAME BOUGHT: "I bought *Yogi Bear's Big Clean Up* for £7.99 but there were problems in the swamp, the graphics went all blurred. The last BIG buy was *Formula One Grand Prix*."

TASTES IN GENERAL: "I like puzzle games and platforms, they're nice to play, have plenty of options, and work on many levels, with strategy involved... they're a great mental challenge. I wouldn't mind *Sonic The Hedgehog* appearing on the Amiga, but I don't suppose it'll happen, still, I like the look of *Fire and Ice* as a consolation. My all time favourite would be... *Terminator II*, I'm a bit of a beat-'em-up fan on the quiet. Dad's got *Chessmaster 1100* and *Starfighter*."

CHRISTMAS TOP DOG PREDICTION: "I heard on the Big Breakfast that they DON'T think it'll be *Street Fighter II*, if that's the case I'd say it must be *Lemmings 2*, but no, realistically *Street Fighter II* it is."

CHRISTMAS TOP DOG PREFERENCE: "*Zool*, but that's already out. I saw it on the GamesMaster and it looks great, the best of the platform games. But it's too expensive for me, games should have their prices cut."

Happily, good old dad that David is, he bought *Zool* for Sarah too.



MICHAEL AND COLIN NAHON

AGES: Both 21, they're twins.

FROM: Gibraltar, but studying in London.

PROPOSED BUY: "Err, an Amiga, maybe. Actually we're checking out what software is available for each of the computers to see what suits our needs best. We like simulator games basically, and the more realistic the graphics the better. It's early days yet but I think we can safely discount those consoles over there, too babyish for our tastes, and too limited in choice. The Amiga seems best suited to our sort of games so far but we're going to the Future Entertainment Show at Earls Court to finally decide. We're semi-addicts from our BBC B days and playing down the arcades where the big faves are stuff like MicroProse' *F-16*, that *World Cup '90* football game, and arcade racing sims in general."

CHRISTMAS TOP DOG PREDICTION: "*Desert Strike* appeals, if that's the one I'm thinking of from the arcades, but we're not in tune with the choice until we decide which one to buy."

Anyone want to predict their choice? We'll bet on the Amiga.

ROBBIE SCOTT

AGE: 13

FROM: "Isle Of Skye but I've got two weeks off for half term."

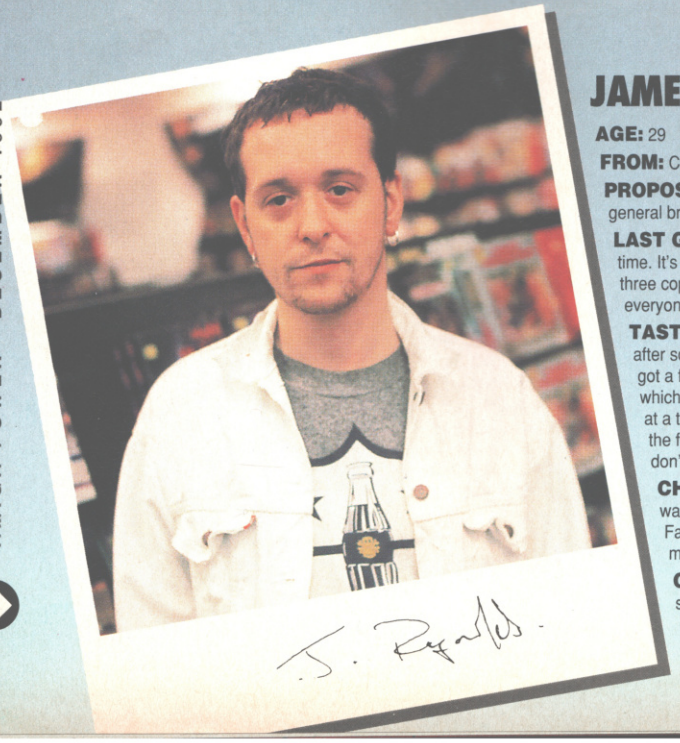
PROPOSED BUY: "I'm looking for *Putty*, *Zool*, and a Maverick 1 joystick. Both games got great magazine reviews and they look like my sort of thing, they're platform games."

LAST GAME BOUGHT: "*Monkey Island 2*, which I got when it came out via mail order. There are no games shops on Skye so I get most of my stuff by mail, or from shops in Inverness on the mainland."

TASTES IN GENERAL: "Platform and driving games mainly, but adventure games too, in fact *Monkey Island 2* is my all time favourite. That was real fun, but a bit too hard in my opinion – I had to resort to occasional tips which I found in AMIGA POWER in the end."

CHRISTMAS TOP DOG PREDICTION: "*Assassin*, *Street Fighter II*, or *The Chaos Engine*. The first because Team 17 are brilliant, the second because it's so big in the arcades, and the third because of the Bitmap Brothers great reputation plus they always get to number one."

CHRISTMAS TOP DOG PREFERENCE: "*Assassin*, *Flashback* or *Kick Off 3*."



JAMES REYNOLDS

AGE: 29

FROM: Camden, London

PROPOSED BUY: "I'm looking for *SimEarth* but they don't seem to have a copy, so I'm having a general browse."

LAST GAME BOUGHT: "*Championship Manager*, but I've just brought it back for the third time. It's a brilliant management sim, really enjoyable and absorbing, but it's just too full of bugs. All three copies have crashed after seasons of playing, and the shop aren't surprised, they say almost everyone has to bring it back." *(MY copy crashed unmercifully in the same frustrating way. – RR)*

TASTES IN GENERAL: "I'm quite selective because I'm a skint student so I tend to buy after someone has recommended a game very highly. *Railroad Tycoon* is my all-time favourite, I got a full year's play out of it, left it for two months, then picked it up and enjoyed it all over again, which is very rare for me. Usually three weeks is total tops for any game. I won't play for weeks at a time, then find a good game and play it TO DEATH. If I don't like something it's in the bin the first day. *Civilization* was another excellent game, though that one faded after a month and I don't like to go back. *4D Sports Boxing* is brill when you get down to stick-men mode."

CHRISTMAS TOP DOG PREDICTION: "It's got to be *Lemmings 2* surely. The first was incredible, a really GREAT game. I got to the very last level but couldn't solve it. Fantastic. I don't know about *Street Fighter II* cos I've never played it, but *Wing Commander* must have a chance, I've seen that on the PC."

CHRISTMAS TOP DOG PREFERENCE: "None of the above, I'd like it to be something like *SimEarth* but that just won't happen so *Kick Off 3* might deserve the honour if it turns up in time 'cos the others were brilliant."

Thanks to the staff of the Virgin Games Shop and the Virgin Megastore in

ALAIN AND MYRIAM CHARLES, MICHEL GOLAY

AGES: 19, 22, 19

FROM: Lausanne in Switzerland

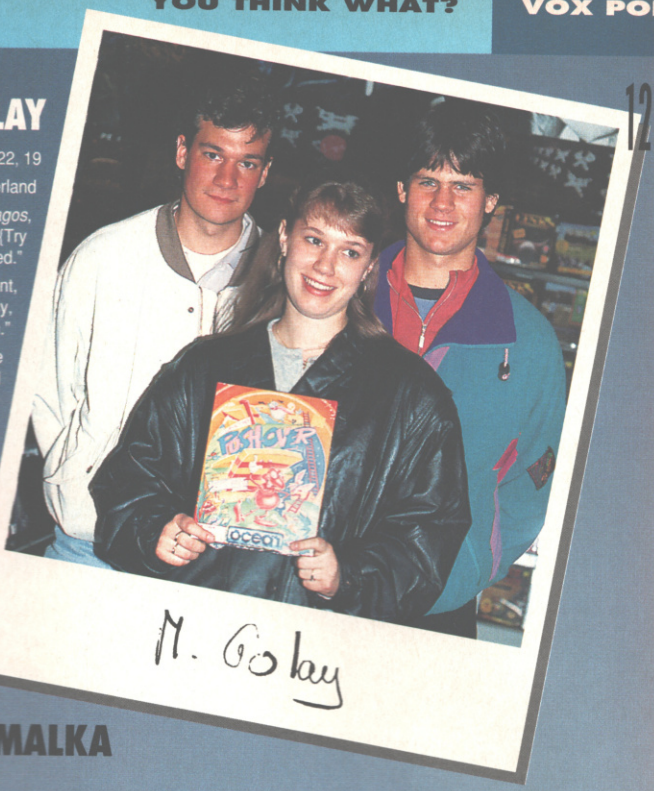
PROPOSED BUY: "We're mostly browsing, but I am interested in finding a copy of *Archipelagos*, a great game that nobody seems to know here. They tell me it's too old and they don't stock it. {Try Amiga Format back issues}. We love this game, but my copy caught a virus and is now destroyed."

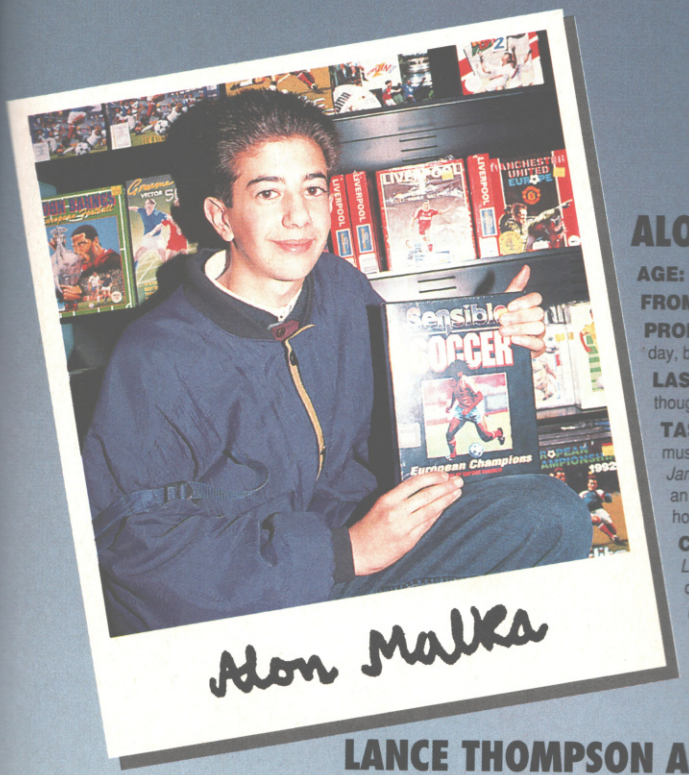
LAST GAME BOUGHT: "*Sim Ant* – very informative about ants. The manual was excellent, and the game I enjoyed very much indeed too. Some say the game is boring, and also far too easy, I beat it on the first play, so it's true, but despite this, still an extremely interesting game – and fun."

TASTES IN GENERAL: "Reflection games like *Pushover* and *Lemmings*, space adventure such as Elite II *(Actually called* Frontier. – *Ed)* which I am awaiting with great enthusiasm, and flight combat simulators like *Falcon* and *Bomber*. Alain likes more the sports sims like *PGA Golf*. *Tetris* is the best game I've ever played, but I have a 2000 so I like to draw and design with it too."

CHRISTMAS TOP DOG PREDICTION: "*Indiana Jones*, no, perhaps *Lemmings 2* because of the big success in the past."

CHRISTMAS TOP DOG PREFERENCE: "*Lemmings 2* again!"





ALON MALKA

AGE: 16

FROM: Kentish Town, London

PROPOSED BUY: "*Kick Off 3*, but it's not out yet. Some magazines are claiming it's out any day, but there's no sign at all."

LAST GAME BOUGHT: "*Sensible Soccer* when it came out. It's my all time favourite, though I think *Kick Off 2* is as good in different ways."

TASTES IN GENERAL: "Football games. I've got *Kick Off 2*, and *Kick Off 3* is just a must-buy since the previews are rating it a big improvement. I like *Lemmings*, platforms like *James Pond 2*, cars games (I've got *Lotus 2*) but really it's football all the way. I used to have an ST, and think it was better than the Amiga, but once I had them side by side I realised how much better the sound, graphics, and, well, everything, is. I program a lot too."

CHRISTMAS TOP DOG PREDICTION: "*Kick Off 3* if it's out in time, but *Lemmings 2* otherwise. They're both just so keenly anticipated by everyone, they'll fly out of the shops."

CHRISTMAS TOP DOG PREFERENCE: "Need you ask? *Kick Off 3*."

LANCE THOMPSON AND CAROLINE WRIGHT

AGES: 21 and 19

FROM: Clapham, London.

PROPOSED BUY: "I'm looking at *Zool* because they say it's like *Sonic* which I play on a Mega Drive, and more especially *The Red Baron*, I love games like that. I've got *Wings* see, and I love it, unbelievably wicked, so a friend mentioned that *Red Baron* was in a similar vein."

LAST GAME BOUGHT: "*Pacific Islands*, but I'm returning it cos it's not compatible with my Amiga 600, which the packaging neglected to mention. There should be a label on every box then I wouldn't have to waste time coming back. The last game I bought that WORKED was *Vikings: Fields Of Conquest*, which is similar to the old classic *Defender Of The Crown*, even more addictive challenge and intrigue, but without the animated graphic bits. *Defender Of The Crown* may be a bit old and crusty now, but it's still my all-time favourite."

TASTES IN GENERAL: "Caroline won't admit to playing, but she loves *Pacman* and stuff like that, simple puzzle games. I'm quite keen on shoot-'em-ups, but I especially love simulation. Most of my spare time is taken up playing the Amiga."

CHRISTMAS TOP DOG PREDICTION: "*Wing Commander*, because it did so well on the PC, though *Kick Off 3* might sneak it if their timing is right. Mind you *Lemmings 2* stands a good chance... *Street Fighter II*... *Desert Strike*... ooh err."

London's Oxford Street for their help.

No Second Prize
OUT NOW FOR AMIGA AND ATARI ST!
THALION

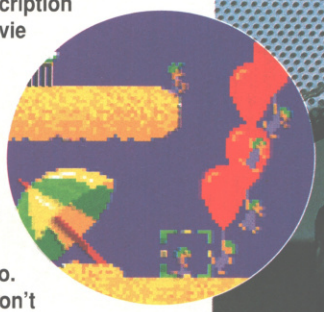
AMIGA POWER AND PSYGNOSIS PRESENT A *LEMMINGS 2* COMPETITION

WIN!

A SATELLITE SYSTEM AND A YEAR'S WORTH OF MOVIES!

LEMMING AT 'EM!

'Excitable' is just one of the words which can be used to describe the people at Psygnosis. Take the impending release of *Lemmings 2*, for instance. They're so overcome with glowing pride and happiness about the event, that they've decided to give away a rather fabby Amstrad SRD520 remote control satellite system AND a year's subscription to Sky Movies and The Movie Channel (and even a copy of *Lemmings 2*). Buying this little lot would normally set you back around £500, but you and your family could be given access to a world of 48 channels simply by entering this groovy compo. And – hey! – even if you don't win, there are 10 runner's up copies of *Lemmings 2* up for grabs.



CATCH? WHAT'S THE CATCH?

Hem, hem. It's forfeit time, we're afraid. We were so bowled over by the entries to our *Parasol Stars* competition (you remember the ones), that we've decided to go for another fancy dress compo. Forget answering questions and all that guff, we simply want you to dress up as a lemming. Remember that in *Lemmings 2* the cute little creatures get up to all sorts of outdoor pursuits, so let your imagine run riot.

Once you've got yourself in full-on raging lemming mode, get somebody to take a snap, and send your entries in the post to:
I'm A Lemming (with no shame whatsoever), AMIGA POWER, 30 Monmouth Street, Bath, Avon. BA1 2BW.

COMPETITION

RULES AND REGULATIONS

- Employees of Future, DMA Design, Psygnosis and real lemmings are not eligible to enter.
- The editor's decision is final, and we all reserve the right to laugh a lot.
- The closing date for entries is 31st December.

ASSASSIN

AMIGA

REQUIRES ONE MEG MEMORY

"Evil Midan... tyrant of the highest order, lies hidden deep within his underground lair. Allied security forces demand his reign to cease... One man is needed... that man is YOU".

TEAM 17

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A sensible letter about wargames!
A sensible letter about football management games!
A sensible letter about the All-Time Top 100!
A sensible letter about game prices!
...and three pages of the usual old drivel...

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon, BA1 2BW.

DO THE write THING

'IN THE BIN'

Dear AMIGA POWER,
What on earth are you doing putting incorrect competition entries in the bin? Send 'em to Stuart N Hardy. I'm sure he would appreciate 'em. After all he sends you his rubbish.
Yours, Richard Young, Intake, Sheffield.

'SAVING UP FOR A COMPUTER'

Dear AMIGA POWER,
I am at this present time saving up for a computer which I should have enough money to buy just before Christmas. I was going to buy an A500P. But as I was looking at my AMIGA POWER magazine I noticed that it said in small print "Please note that issues 1-8 cover disks are not A500P compatible". That was in the back issues section. Why are they not A500P compatible? Could you make them A500P compatible? If not will they work on the new A600 computer?
Yours faithfully, A Pearson, Richmond, North Yorkshire

Disk 1 and disks 3-8 are incompatible with the A500P (disk 2, the fabby Kid Gloves, *works fine) because it didn't exist when they were compiled, so there wasn't any way to foresee the changes Commodore were going to make to the internal set-up. There isn't a feasible way for us to make them A500P compatible, and since the A600 is almost exactly the same ROM-wise as the A500P, they're very unlikely to work on that either. Sorry.*

'SWOON'

Dear AMIGA POWER,
At last! A worthwhile article in your magazine... I refer of course to the interview with Miki (swoon) of Lush. So when can we expect the interviews with PJ Harvey, Throwing Muses, Sonic Youth and the Pixies etc? In fact, why not dump all that computer guff altogether and just do interviews with alternative bands?

And on the subject of piracy, har, har, Jim lad! Avast ye, landlubbers! Pieces of eight etc. I hope that sets the matter straight once and for all.

I am 21 years old and have all my own teeth.
Yours sincerely, Captain Drool, Great Missenden, Bucks

'ANY MORE IN THE PIPELINE?'

Dear AMIGA POWER,
I have just become the proud owner of an Amiga (and a huge pile of back copies of AP). Whilst reading through them I noticed a game called *Big Game Fishing* was available. So, being a keen angler, I thought this might be a novel way of pursuing my sport (less colds). So off I went in search of this game, but to my horror it had been delisted, so could you or any of your readers tell me where I can get a copy, and if it is worth my while looking for it? Also could you tell me if there have been any more fishing sims out, or if there are any more in the pipeline?
Yours gratefully, A Smart, Hull

We've got no idea, A. But if any readers know of etc etc.

'SONIC THE HEDGEHOG'

Dear AMIGA POWER,
I read your magazine regularly, and I have always found you both entertaining and helpful. However, I have two suggestions which would make your mag even better! First off, why not include a page once every three or four months called "What's Happening on Other Formats?" which would tell Amiga owners about the best games on rival machines, and also say how likely they are to be converted to the Amiga. Then you wouldn't be bombarded by requests asking when *Sonic The Hedgehog* or *Mario IV* are coming out! It could replace the rubbish 'In The Style Of' article. My second suggestion is simple – Include reviews for the CDTV/A570 CD ROM Drive! It wouldn't take up that much extra space, and it may help Amiga owners decide if they should lay out the £300 for one!
Yours sincerely, Johann Hari, Edgeware, Middlesex

To take your second point first, Johann, when anything really interesting appears for the CDTV or A570, we very probably will cover it to one degree or another, but at the moment there's nothing happening that's worth taking up valuable magazine space for. Secondly, an 'other formats' page or column might well be interesting, but we suspect that most of our readers would rather read purely Amiga stuff. If we get a few letters suggesting otherwise, though, we'll give it some serious consideration. Oh, and we think 'In The Style Of' is really great, so up yours. Er, sorry.

'AFTER A BOMBARDMENT'

Dear AMIGA POWER,
Firstly, may I take this as my first opportunity of congratulating you on your completely excellent magazine. I felt I had to say that after a bombardment by a couple of fans of other magazines.

Now for my main point. Didier Wittesaele wrote to you in AP17 and asked a very important question in the post script. He/she took so much effort in writing to you from Belgium; the letter at least deserved a printed reply. Besides I am sure there may have been more readers who shared the same memory problem with their hard disk. I am one of these readers. We recently took advantage of the CDTV trade in offer and I had two games (*Project X* and *Sensible Soccer*) ready to play. On loading, *Project X* gave me this cheeky chuckle and a prompt saying that I need at least one meg of RAM. The similar problem occurs with Sensible. The screen reads 'Out of fast memory' after the game has loaded halfway. My theory is that the hard drive of the CDTV system is only 880K and *Sensible Soccer* and *Project X* need more memory, note that all my other one meg games work eg *Mega lo Mania*. Is there a way I can upgrade the CDTV keyboard or drive? I want to buy more games, especially *Crazy Cars 3* and the classic *Dogs of War* but not many shops in my area stock these games but still I can't take the disappointment of them not loading up. You seem to have a lot of inside info on Commodore judging by True Stories (AP17) so put me in the light, →

MEGA LO MANIA winner

'CASTING ABOUT IN DESPAIR'

Dear AMIGA POWER,
I know that you are generally averse to wargames but I also know that it is the way in which they are programmed and not the concept in general that you dislike so much. *(Great Scott! Someone actually takes some notice of what we say. – Ed)* I have to agree with your opinions on the vast majority of wargames even though I consider myself a fan of the genre.

Back in the days when I had a Spectrum 128, I bought and enjoyed quite a number of wargames. They were the postage stamp army and number crunching general variety, but then the humble Speccy could barely manage anything else in the way of wargames.

However when I upgraded to the Amiga, I, reasonably I think, expected more than this in the way of an evening's empire building. To my horror I saw that wargames had made no significant advances save that they load faster.

Casting about in despair, I noticed *Populous* in a magazine of the time and upon reading the review determined to get it. Following that I have always followed the way of strategy games. I am sad to see the wargame still floundering in the quagmire of 8-bit graphics and statistical overkill but I can see light at the end of the tunnel. The recent *Battle Isle* raised my hopes of a revolution in wargaming and the lovely *Realms* is a sign of things to come.

Wargames found their real mark on the PCs where their awful presentation was acceptable. However as the PCs develop and their game market develops then wargames must move on and upwards else they will surely perish, a sad fate indeed.

As to the letter by your favourite pundit of military awareness in issue 17, my only comment is that that worthy's stance can only harm the wargame's continued existence with his outdated insistence on accuracy above all else, his ridiculous references to campaign maps and period interest and his inability to tell the difference between constructive criticism and unnecessary comment.

As to AP, although the attitude to wargames is a little hostile, you can hardly be blamed after being bombarded with the military equivalent of accounting software for so long and also after receiving such ill-conceived missives as those constructed by the nonsensical Mr Hardy.
I will sign off now with a fond farewell.
Yours record-putting-straightedly, Nicholas Bardsley, Thorton-Cleveleys, Lancs

DO THE write THING

I'm begging you. Please print this letter because I really do need help on this one and Didier may find the help useful. Thanks.
Yours counting the days hopefully, Ian Dixon, Beckenham, Kent.
PS I lost my copy of AP16 and I can't remember who gave *Dogs of War* that amazingly low grade in the twenties. I happen to think this is a great game.

First, Ian, the reason we didn't reply to Didier's question (and just by the way, it doesn't take all that much extra effort to write from Belgium – you only have to put 'UK' on the bottom and stick it in the postbox, y'know) was that we simply didn't know the answer. We printed the question anyway in the hope of soliciting responses from other readers and hopefully shedding some light on the matter. Secondly, we tried to ring the Commodore technical helpline for you (on 0908 368222) but mostly it was engaged, then we were put on hold for 15 minutes before we got bored and got on with our work, then we phoned after 4.30 and they told us that the lines had closed. We hope you have better luck. And thirdly, it was Rich Pelley.

'I AM NOT VERY GOOD'

Dear AMIGA POWER,
I am not very good at writing letters and hardly ever do but I feel I must write on this point. Everyone knows the ST is almost, if not dead, not that the ST was a bad machine or anything. I think it is more to do with the ever growing popularity of the PC. Sierra have as good as stopped making software for the Amiga, along with Infogrames and Lucasfilm. It seems to me that in a few years from now we will be looking on the ST and Amiga as we do the Spectrum and C64 now. I feel that Commodore could combat this imminent and terminal disease by inviting other companies such as Viglen, Amstrad and other hardware manufacturers to make Amigas ranging from the A500 to A4000 and make their own packs and custom chips. Then Commodore might become as big a name as IBM. I mean you have to admit the PC does have the advantage with graphics with VGA 256 colour standard and new SVGA which *Links 386 Pro* uses which is pretty impressive to say the least. If maybe more people thought as I do and made their views known to Commodore then maybe the Amiga's future will be an extremely bright future.
From Duncan Swainston, Weisdale, Shetland.

'I'M FED UP WITH PEOPLE'

Dear AMIGA POWER
I've been playing games since I was about 10 years old. *(Blimey, aren't you tired? – Ed)* That was on an Atari 2600 VCS – invisible tank ping pong and jet fighters around a rectangular black cloud, don't you know? Now, 14 years later, I own an Amiga 500+ and a Mega Drive. So here comes the point of my letter.

I'm fed up with people (yourselves included) moaning about the price of games. I bought the Mega Drive for *Sonic* while thinking I would hire other games for it and then buy the ones which are worth buying. However, even the ones which are good, simply are not worth £40 or more. They lack the enormous playability of Amiga games.

If everyone moans about the price of Amiga games, support for the Amiga will begin to dwindle and we will be left at the mercy of the consoles, paying £40-50 for one game (if anyone still wants to play games that is).

Go on, see for yourself. Go in your friendly (friendly?!) local electrical giant and laugh at those boring games. Then go in a computer shop and buy a game for your Amiga. Just one game will be half the price of most SNES games. This doesn't mean it's half as good. Oh no, it will in fact be 100 times better. In other words I think Amiga games aren't over priced and neither will you if you see my point of view.

I look forward to a 24 bit or even a 32 bit Amiga. Keep up the good work AP.
From James Elsegood, Walton Highway, Near Wisbech

It's nice to see someone with faith in their machine, James, but do try to grow up a bit about it. Any Amiga game is 100 times better than any SNES game? What, even Cover Girl Poker? *Come back when you've got the rose-coloured glasses off, James, there's good and bad on every format, and we're not interested in 'my machine is better than your machine' at AMIGA POWER. Next!*

'HOW PEED OFF I FELT'

Dear AMIGA POWER,
I have recently bought *Monkey Island 2*, so being a bit pauperish, it took me several weeks to save up the dosh. A few weeks later, my mum bought me the September issue of AMIGA POWER and how peed off I felt when I saw the solution to this brill game in the middle of Complete Control. Do you think that us people can afford £38 for a game, and for you to tell us how to complete it? I could of course, try to resist the temptation, but I didn't.

Because of this, I am refusing to buy any more issues of AMIGA POWER, but there is one way of changing my mind. That is by giving me a brill game called *Sensible Soccer* or any other amazing software that you have in mind. Then all will be forgiven.
Yours, Jason Blezard, Huddersfield.

Well, first off, Jason, you're not getting a copy of Sensible Soccer. *Now if you HAD had the willpower to resist temptation and play* Monkey Island 2 *for yourself after spending £38 on it, we might have thought you were worth rewarding. But seriously,*

ask AMIGA POWER

Don't you think that Julia Roberts is a totally gorgeous babe and they should make a film license of Pretty Woman?
Yours sincerely, Niall Dunican.

'Yes!' – Mark. 'No!' – Stuart. 'No!' – Tim. 'No!' – Les.

Having only one numeric keypad (above the QWERTY keys) it's impossible to turn on the camera in *Birds Of Prey* when flying a reconnaissance mission, so you can only take a picture with the numeric keypad on the right of the 500 and 500+, can you help?
Yours stuck, R Michael, Abertridwr, Caerphilly.

Nope, sorry. You're knackered, we're afraid.

Do you have any information on computer game addiction and is there any particular computer game that causes this?
Also would you have any leaflets or reading matter that I could have, or any useful addresses?
Yours faithfully, Clive Moir, Wimborne, Dorset.

No, no idea, no, and no. Sorry.

Got a problem? Want a sensible answer? Well don't ask us, we'll only be facetious and ruin your day.

FIRE FORCE BADGE winner

'A GREAT INJUSTICE'

Dear AMIGA POWER,
I have just read the letter from Lee Holden in your September issue. The general subject and mood of the letter has come up a few times before as you pointed out in your reply. I feel I have to make a point on the subject as I feel that in the case of *Championship Manager* in particular, and in a few other cases in the past, a great injustice really has been made. A game should be reviewed on the basis of what a game is about and what it is trying to achieve. *Championship Manager* is a management simulation. Its whole point is to be realistic. Sure, it's slow as hell, but all the depth underneath allows me to forgive that. I adore *Sensible Soccer*. It is a brilliant game because it does what it sets out to do. It's supposed to be great fun and it is. *Championship Manager* is supposed to be realistic. Now don't you think that's fair enough? If you are saying that you simply don't like games which aren't instantly fun even though they may be realistic, then, that is your opinion and I can respect that – but I don't think that it is fair to call those games crap. In effect, by doing that, you are not really reviewing the game at all are you?
I hope I've given you some food for thought.
Thanks for listening, Mark Melton, Melbourne, Australia

'A game should be reviewed on the basis of what a game is about and what it is trying to achieve'? So if a game set out to be deliberately totally crap, and succeeded, you'd think it should get 100%, yes? That's your argument, Mark, and we don't hold with it. As far as we're concerned at AMIGA POWER, there's no such thing as a football management game, no such thing as a wargame, no such thing as a shoot-'em-up. All there is, is games. If a game is enjoyable and entertaining to play, then no matter what other factors may be involved – crap graphics, the odd bug, being programmed in BASIC, anything at all – it's a good game. If, however – no matter how great the graphics are, however many levels its got, however 'realistic' it is, whatever – a game ISN'T enjoyable and entertaining to play, then it's a bad game. That's all there is to it. It's not a philosophy that will change the world, but it's a code we like to live by. If you're having fun with Championship Manager, *then we're happy for you, really we are, but our job is to make buying recommendations for our readership based on how much we think the majority of them would enjoy playing it, and in the case of* Championship Manager, *that's 'not very much', a fact which is borne out by a pretty lowly placing (at number 87) in our Readers' Top 100. We can't please all the people all of the time, Mark.*

DO THE write THING

this is the eternal dilemma of tips pages – do you print a solution really early so as to be the first with it, or print it later to give people the chance to play the game themselves, but risk printing it so late that everybody already knows it and completely waste several pages of valuable space (as well as have readers saying you're crap for being so slow)? The best way to approach the problem seems to be to print the tips reasonably quickly, and trust people who don't want to use them not to read them. If you've got no willpower, Jason, that's hardly our fault...

'AN EXTREMELY LONG LETTER'

Dear Editor

This is, I suppose, an extremely long letter and I do not expect for one minute that if printed it will appear in its entirety. *(Careful. You're getting a bit close to 'I bet you won't print this letter' territory. – Ed)*

My first point relates simply to the new top 100. Obviously reviewing games however honestly it may be done, is a subjective art, and therefore I do not intend to argue with what I am sure must have been a carefully considered list. I would however like to point out a flaw in your argument in defending *Rainbow Islands* continued success as number one game. You say that three other games were considered for the number one spot, *Populous II, Jimmy White's Snooker* and *Formula One Grand Prix* were all too much of a specialist taste. Could it not be argued however that anything could be called a specialist interest, be it music preference, car type or, as in this case, computer game genre. This is not then, I feel, a particularly solid argument to condemn a game from a position it may or may not (depending upon personal opinion) deserve. To back this up I could use Neil West's review of *John Madden's Football*. He called it 'Quite possibly the most complete Amiga game you'll ever have the joy of playing'. I can only assume therefore that the reason it did not achieve a higher placing in the top 100 is because it is perceived as being once again a specialist taste. I am not particularly au fait with American Football yet as it received such a high mark I decided it must be worth at least a look and I have decided that whilst Neil may have been a little over enthusiastic, it is indeed an excellent game and one I could recommend to anyone, whether they are interested in American Football or not. *(The reason John Madden's didn't appear higher in the chart wasn't anything to do with it being a specialist taste, it was simply because nobody liked it as much as Neil did. – Ed)*

My personal choice for number one, incidentally, would have been Sir Geoff Crammond's finest hour, *Grand Prix*. Whilst on the subject of *Formula One*, do you know of any plans to release data disks which include perhaps more tracks or even a course designer, which would surely make this already wonderful simulation the complete gaming experience. *(No, afraid not. – Ed)*

My second point is that I too have come across the strange phenomenon of disks which have had a label stuck over an older label. In my case I purchased *StarRay* from Computer World in Canterbury only to find on getting it home that underneath it was a label which read *Deluxe Paint II*. This, I thought, was strange in itself however I found it stranger still when I realised a couple of days later that *DPII* doesn't have a label on it, but is instead printed straight onto the plastic (or my copy is at any rate), is this practice illegal or what, for I personally am fed up with pirates and others damaging the industry for personal gain, as it is people like myself and my friends who refuse to copy games that lose out. Some people say that pirating does not effect the industry, yet the amount of games that were illegally copied must surely have been one of the major factors in the decline of the 8-bit industry. Please don't let the same thing happen to the 16-bits. The point will come when the profits from a game released on disk will be so small that companies will sacrifice it completely in favour of the piracy free console market, this surely can only be a bad thing, games with the depth of say the *Ultima* series will be lost forever.

I would also like to make mention of the increased quality of licensed games. The last two big film licenses, *Robocop 3* and the *Addams Family*, have both been fine games, with the upcoming *Aliens*^{3} looking set to continue the trend. The most interesting development could however be the game of Batman II which is sure to appear. If a film which was badly cashed in on first time round could be made into something worthwhile this time it is surely possible to see the end of the appalling flow of sub-standard games licenses and sad cash-ins.

For my final point I'd like to make a suggestion as to a new feature in your already excellent magazine. How about a column which a few years back was a run every so often in ZZAP! (when, as Gary Penn says, it was 'good') where members of the public were invited to take on a member of the staff at a preset game. I for example wouldn't mind challenging any member of the AMIGA POWER team to a round of *PGA Tour Golf*, a game at which I feel I could perhaps hold my own with the best of them.

Well that's me finished. Thanks a lot for listening to my lengthy points of view, and I feel that if any magazine will take a readers comment seriously at the moment then it surely will be AMIGA POWER.

Yours sincerely, Stuart Horton, Ramsgate, Kent.

'I SHALL NOT BE ASHAMED'

Dear AMIGA POWER,

I should like to offer my congratulations on a vastly improved magazine. Sadly I was not impressed by your first few issues as the content was so juvenile. If you want to know what I mean, read any Zero – they were giving them away at the last computer show at Olympia, next time I shall insist they pay me first..

AP16 has convinced me that I shall not be ashamed to be seen buying your magazine in future. Having got the compliments over (didn't lay it on too thick did I?) I wonder if your superior experience, contacts and brain power can solve my problem. At the above computer show I bought a copy of Ubisoft's *Pick 'N' Pile*. Stupidly I didn't take note of the sellers name, so when the game didn't load I had no choice but to return it to the French manufacturers.

I didn't expect a reply but was pleased when one came. My joy evaporated when I found that the original disk had been returned with a letter that said (In French, so I'm guessing) "Your disk has been tested, it works!" Now this is quite remarkable as before I sent it off I used disk doctor on it. The root track was damaged so the disk was renamed Lazarus and it definitely doesn't work. It seems pointless and expensive to indulge in a "Oh no it doesn't work" type of correspondence. As a games magazine do you have any influence?

I feel quite cheated, it's enough to turn one to pirated software, or at the very least, World War III. Meanwhile, I shall stick to coverdisks and PD.

Pitifully yours, Jude Falkner, Crawborough, Sussex.

'SOFTWARE COMPANIES ARE GREEDY'

Dear AMIGA POWER,

On the seemingly never ending topic of piracy I thought I might bring my opinions to view.

Let's face facts, software companies are greedy – greedy for money that is. I'm sick of hearing them saying how expensive it is to make a game, but I bet it isn't as much as we have to pay for it. Even budget games are increasing in price – they were once a reasonable £4.99, but they're slowly going up and up. And what next but Hi-Tec charging £13 for their so-called Premier range.

If the software houses were losing so much money they wouldn't put the prices of their games up, they would lower them, most games now retail at £30+, and the softco's blame piracy, and that is why many programmers and software houses, ie Anco, are going console only, as piracy is nearly non existent here, and of course they can make more money.

So if piracy hasn't spread as widely on the consoles as it has on the computers, and with console games supposed to be outselling Amiga ones, then why are console prices so high?

I'll tell you why, because the software houses are just plain greedy, they know they are making more money with console games, but they don't lower their →

BOX OF KLEENEX winner

'IT'S A BIT UNFAIR'

Dear AMIGA POWER,

See that magazine with attitude? That's you, that is! Anyway I am writing to you about your one meg coverdisk demos like the *Lotus 3* demo on your October coverdisk. It's a bit unfair on users of half meg Amigas isn't it? I'm not whinging about it because I own a one meg Amiga anyway, but when I had just got my Amiga (as a Christmas present) it only had half a megabyte of RAM, so I know how it feels to have a memory deficient machine.

Sometimes I go into the newsagent and I hear a small child saying to his dad, 'Let's get that magazine dad' and his father says, 'But the demo on the coverdisk is one meg only so it's useless to us because our Amiga only has half a meg'. The small child is visibly disappointed and I almost burst into tears shouting, "Noooo! It's so unfair! That poor child looks so disappointed, all because of a magazine coverdisk demo which he could not get, due to memory restrictions".

Some people could only get their computer for Christmas or for their birthday, and could not even afford to pay around £35 for a memory expansion. They are being left out because they don't have enough RAM to run good games and demos. This is the first time I have written to a computer magazine, but this is a subject which I feel very annoyed about and I am sure that a lot of people are annoyed about it too. As I have said before, I own a one meg Amiga but I don't like to see people being left out. Please do something about it.

Yours faithfully, Stephen MacDonald, Glasgow

We don't really like it much either, Stephen, but the fact is that these days it's more or less inevitable. When we did our reader survey back at the end of last year, the results we got showed that only 12% of Amiga owners still had the unexpanded 512K machine, and that figure is undoubtedly even smaller now. It's no longer possible to buy an Amiga with less than a meg, and with that in mind, most software companies are now making use of the extended space. When they do that, it means that the games that people want to see tend to be one meg only, and that often means the demos are that way too. If we refuse one meg only demos, we're doing a major disservice to the vast majority of our readership. We do still cater for the unexpanded machine, but we'll continue to feature the best stuff we can get on our disks, and if that means one meg-only stuff, then I'm afraid that's the way it'll have to be.

DO THE write THING

prices, what's their excuse, surely they can't blame piracy again!

Don't get me wrong, I'm not saying piracy is good for the market, it is the opposite, but in my opinion the software houses themselves are killing the market by charging what they like, because they know we'll buy it!

Yours faithfully, Brendan Phoenix, Crumpsall, Manchester.

*Blimey, what a great name. And a nail hit right on the head of the software prices debate, too – if games sell at £30, then they'll continue to be priced that way. The flaw in the argument is the progression that then says 'so if the software firms don't sell any, they'll bring the price down'. What actually happens if they don't sell any is that they say 'Oh no, the Amiga's dead' and don't bring out any more games on it, sticking with the console formats where they can get away with charging twice as much for the same old tat (*Streetfighter 2 *on SNES – £65 for a two-player beat-'em-up, and shops can't put 'em on the shelves fast enough). So we get a bit of a no win situation for the punters, really – the only hope is with the likes of* D/Generation *selling in big enough numbers to show that there's still enough profit in reasonably-priced Amiga games to make doing them worth software houses' while. And let's hope the massive sales of* Sensible Soccer *(sold in large numbers at Virgin Megastores for £20 in the first month of release) help to prove the point, too.*

'WELL WORN TOPIC'

Dear AMIGA POWER,

I am writing to you about the well worn topic of piracy. It appears that in a few years some of the major software publishers may ditch the Amiga due to the decreasing games sales, because of piracy, and move onto the consoles. I have to say that this is utter crap and will do little at all (if indeed anything) to combat piracy. I own three machines (Amiga, Mega Drive and SNES) and on every one of these it is possible to copy games, it is even possible to copy games from the Mega Drive onto the Amiga (provided you have the necessary hardware and an emulator). What this means, is that by ditching the Amiga the hacking groups will concentrate on the consoles and break the protection. Piracy cannot be stopped, it is far easier to break a protection than make it, and while there may be four or so companies trying to come up with new anti piracy ideas there are around 4000 hacking groups who have the knowledge to beat the new systems.

Although I hate to say it, as piracy makes me sick, I have yet to see a machine you cannot copy from. And so ditching the Amiga would simply transfer the pirates attention from one machine to another. This means that the software publishers are in a near unbreakable circle, ie ditch one machine, move onto another, etc. So come on you companies, lets see you think of some kind of protection that will at least give these' shady characters a run for their money.

Yours sincerely, Richard Gutteridge, Manchester.

And with that, we to draw a discrete veil over the long-running debate on game prices and piracy – barring something really radical, we won't be printing any more letters on those topics in the foreseeable future. 'But what else can we write about?', you cry. Well, read on.

AMIGA POWER

COMPO WINNERS

Pop star compos:

Ooh what a giveaway (Altern 8)
Question: Name the Monkeys' song with the word 'Alternate' in the title.
Answer: Alternate Title
Winners:
1. Alan Green
Luton
2. Jemma Jones
Porthcawl

Real Real Real (Real) (Manic Street Preachers)
Question: Name the glam punk rock band with the word 'Generation' in their name.
Answer: Generation X
Winners:
1. G. Romano
Peacehaven
2. Karen Gray
Warminster
3.Richard Sudlow
Tonbridge
4. Peter Bull
Halifax
5. Caroline gooder
Sutton Coldfield

YOU! LOVE! (L)US(H)! (Lush)
Question: Name the '60s pop group who had the word 'Spooky' in their name.
Answer: Spooky Tooth
Winner:
Philip Elworthy
Torpoint

Totally Hatstand (Camcorder)
Question: What do the movies 'Battleship Potemkin', 'Tron', and 'The Best Little Whorehouse In Texas' have in common?
Answer: Absolutely nothing. They didn't all feature computer animation ('Battleship Potemkin' was made in 1925) They didn't all star Burt Reynolds or Jeff Bridges. They haven't all been made into computer games. They weren't all made by Disney, nor by Warner Brothers. They weren't all premiered in the same year. They didn't all feature an Amiga in the plot. And they weren't all directed by Steven Lisberger. So there. For heaven's sake, don't any of you have libraries where you live?
Winner:
Tracey McBurne
Midlothian
Runners Up:
1. Mr A F Winter
Spalding
2. A. Rodgers
Rochdale
3. Pete Pointon
Walsall
4.Steven Nelson
Sidcup
5. Ian Price
Milton Keynes
6. Daniel Hardman
Rochdale
These were the only right answers we got, but games went to four wrong 'uns.

HOW TO WRITE A LETTER TO AMIGA POWER

We've been whinging a bit lately about the poor quality of correspondence to Do The Write Thing. Ironically, our mailbag has never been more bulging, but sadly it's bulging with some real drivel. Still, 'constructive criticism' is our middle name here at AMIGA 'Constructive Criticism' POWER, so we thought it'd be only fair to help you out and tell you what we'd like to hear more and less of. And hey – it's for your own good. You DO want to win software prizes, don't you? We haven't given many out lately, because no-one's deserved any, but we're getting a bit fed up of all the games littering the office floor, so here, in a form so simple even Stuart N Hardy could understand it, is the AMIGA POWER Guide To Writing To AMIGA POWER.

Good Things To Include In Your Letter:
1. Something no-one's talked about on our letters pages before.
2. Constructive ideas on how we could improve the magazine (readers asked for a Bottom Line taking up less space, with references to when the game was reviewed and how it scored – we did it that way. Readers asked for more in-depth previews – we did them. If you've got a good idea, we'd love to hear it).
3. Interesting new angles on a well-worn topic.
4. Anything which makes us laugh.
5. Hard cash.
6. Pictures of your sister in the shower. *(Oi! – Ed)*

Guaranteed Ways Not To Get Your Letter Published:
1. Talk about piracy.
2. Talk about game prices.
3. Talk about *Kick Off 2*.
4. Complain about *Rainbow Islands*.
5. Complain about Stuart Campbell (or say he's actually a great guy, and you should know 'cos you're his granny).
6. Point out inaccuracies in our *WWF* review from issue 10.
7. Whinge on about how we 'only' gave your favourite game 82% when you think it's worth 83%.
8. Say 'Can I have a free copy of *Sensible Soccer*/*Wizkid*/*Zool*/*Formula One Grand Prix*/*Crazy Cars 3*/ anything else'.
9. Say 'I bet you won't print this letter'.
10. Start your letter with 'I am writing'. We can SEE that you're writing, we're looking at the bloody letter. Didn't you pay any attention in your English classes at all? Yes, we know it's picky, but it's such elementary crapness that we'll more than likely just chuck the letter in the bin there and then. We've got a lot of stuff to get through, y'know?
11. Not be able to spell, or write properly. If you're only six, get your mum to help you, y'know?
12. Be Stuart N Hardy.
13. Or his brother.

Things You Can Put In Your Letter If You Like, But Which Won't Make The Slightest Bit Of Difference To Whether We Print It Or Not:
1. Saying what a great magazine we are.

Okay? We'll look forward to not being scared to open post in the mornings. See you next month. ●

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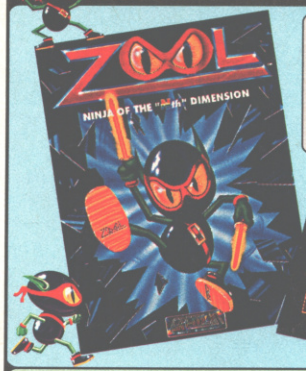

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STRIKER - "Footballer of the Year - and no mistake ..." - 94% - *CU Amiga* - June '92
PINBALL DREAMS - "It's quite simply superb" - 94% - *AUI* - Sept '92
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THE BOTTOM LINE

It's a pretty mean old world out there. Everyone has something to sell, they all want a piece of you. So how are you going to know the good from the bad? Who're you gonna call? Where're you gonna go? Stay calm, and check out...

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

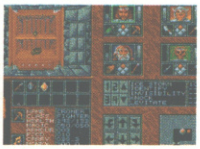
★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of the Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time and the reviewer's initials. If the game appeared in our new, updated All-time Top 100 Games, its position comes next, followed by the mini-review and a rating out of five stars (with red ones for real 'must buys'.) And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

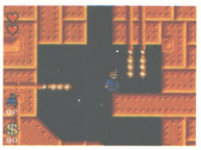
WHO'S WHO AP – Adam Peters ● CC - Colin Campbell ● DG - Dave Golder ● GP - Gary Penn ● JD - Jonathan Davies ● KF - Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MB - Matt Bielby ● MR - Mark Ramshaw ● MS - Matthew Squires ● NW - Neil West ● RL – Richard Longhurst ● RP - Rich Pelley ● RR – Ronnie Randall ● SC - Stuart Campbell ● TN - Tim Norris

ABANDONED PLACES
Electronic Zoo £29.99



AP11 80% KF
Definitely one of the biggest RPGs you'll ever play, but as you might expect, that means an awful lot of fiddling about with disks. It looks a bit tacky too, but you certainly get plenty of game for your money. ★★★★

THE ADDAMS FAMILY
Ocean £25.99



AP14 88% MB
Highly simplified *Mario* clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

ADVANTAGE TENNIS
Infogrames £25.99
AP12 69% DG
We're still waiting for the definitive Amiga tennis game. This is up there with the best of the contenders, but poor controls let it down. ★★★

THE ADVENTURES OF WILLY BEAMISH
Sierra £34.99
AP12 69% MR
Great plot with some genuinely funny touches of humour, but the game itself is straightforward and linear. For £35, it's a bit short on depth to justify buying. ★★★

AGONY
Psygnosis £25.99

AP13 78% SC
The mellowest shoot-'em-up around, with stunning graphics, beautiful animation and relaxed, blissed-out gameplay (but utterly tragic music). The six levels won't take you all that long to get through, though, so think carefully if you're after a real challenge. ★★★★

AIR BUCKS
Impressions £29.99
AP17 70% MR
Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALCATRAZ
Infogrames £25.99
AP13 73% NW
A bit of a pain in one-player mode (you have to play two characters simultaneously), but much more fun with a chum around, this maze game/shoot-'em-up is atmospheric and addictive, if not the biggest thing you'll ever see. Not bad. ★★★

ALIEN STORM
US Gold £25.99
AP9 44% NW
Imagine something as simple as *Golden Axe* without the clever sophisticated stuff. Yep, it's really that dreadful. ★

AMERICAN FOOTBALL COACH
Composer Software £14.95
AP14 21% NW
John Madden Football without the groovy graphics, exciting strategy/arcade blend, competent programming and pretty much everything else. ★

AMNIOS
Psygnosis £25.99
AP9 76% MR
Inspired by arcade classics *Defender* and *Sinistar*, but this omni-directional-scrolling blaster is over-fast, under-controllable and graphically very cluttered. Reasonable fun, but utterly forgettable. ★★★

ANOTHER WORLD
US Gold £25.99
AP10 89% MR T100 No.20
Okay, so you'll finish it in a couple of days, but this is absolutely gorgeous stuff, playable and different with an atmosphere all its own. Every new screen is an exciting discovery, and while quantity may be lacking, there's no doubting this one's quality. Let's hope for a (bigger) sequel. ★★★★★

APIDYA
Play Byte £25.99

AP13 89% MR T100 No.25
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is the terminally cool *R-Type 2*), but it's definitely completely excellent, so why are you reading this instead of going out to the shops to buy it right now? Eh? ★★★★★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's third adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute though but we think we'll wait for *James Pond IV*. ★★★

AQUAVENTURA
Psygnosis £25.99
AP16 38% AP
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

ASHES OF EMPIRE
Mirage £34.99

AP16 80% RL
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

ASSASSIN
Team 17 £25.99
AP19 89% MS
Overall a great game. Nothing really to drag it down except perhaps a lack of originality. It looks great, it's chock-full of features and entertaining baddies and it's fairly simple to control. This is how most arcade conversions should look, but don't. ★★★★

A320 AIRBUS
Thalion £29.99
AP13 66% DG
You know how people say that if you want to play arcade games, you must have a console? Horrific image-wrecking trainspotter guff like this is the reason why. If you want to fly, go in a plane, don't buy an Amiga. 'Realistic'? Well maybe, but who cares? ★

BACKGAMMON ROYALE
Oxford Softworks £19.99
AP12 45% JD
Too thin a game to justify this price, and no use as a learning tool thanks to the horrible, confusing instruction manual. Buy a real Backgammon set and a decent book on the subject, it's better and cheaper. ★

BARBARIAN 2
Psygnosis £25.99

AP9 68% SC
Too little too late, this pretty little arcade adventure is completely lacking in action or challenge. Unless you found *Shadow Of The Beast* a bit too complicated for your liking, you'll get bored very swiftly. ★★★

BATTLE ISLE
Ubi Soft £29.99
AP9 78% SC
A really nice idea, with an excellent control interface, but it falls at the last hurdle thanks to some enormous delays during play and a badly thought-out combat system. There's the germ of a real classic in here, though. ★★★

BATTLE ISLE SCENARIO DISK ONE
Ubi Soft £19.99
AP18 78% MR
As data disks go this one is good value for money. *Battle Isle* fans, this is the place to come for lots more scenarios and lots more playing time. ★★★

BAT II
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. An unusual hybrid that works well. Nice one. ★★★★

BIG RUN
Storm £25.99
AP11 61% DG
With *Lotus II*, *Vroom*, and *Lotus I* on budget, do you really need this third-rate conversion of a second-rate arcade driving game? No, we didn't think so. ★★

BIRDS OF PREY
Electronic Arts £34.99
AP9 81% JD
Incredibly detailed and comprehensive, but the incredibly slow frame update gets in the way just too much for all but the real flight game purist. Lots to see and do (and shoot) if you're really patient though. ★★★

BLACK CRYPT
Electronic Arts £25.99
AP11 85% GP
Real RPG devotees don't seem to go for it – preferring the likes of the *Beholder* games, but there appears to be something about this one which draws in the uninitiated. It's nothing new, but give it a try – you might like it... ★★★

THE BLUES BROTHERS
Titus £25.99

AP7 87% SC T100 No.26
Funny, addictive, colossally playable, crisp and beautiful-looking, gorgeously presented, excellently-designed and magnificently-written. But that's enough about AMIGA POWER, *The Blues Brothers* is fab as well. Our favourite character licence game ever. John Belushi would have approved. ★★★★★

BONANZA BROS
US Gold £25.99
AP9 81% GP
Good conversion of the coin-op, but for some reason it's just not as lovable on home computer formats. Two-player mode is really good fun, but in solo mode it's lacking a bit. A touch slow, and the 10 levels can be played through in no time. ★★★

BOROBODUR
Thalamus £25.99
AP11 34% SC
Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. Really badly programmed too. ★

BREACH 2 (ENHANCED)
Impressions £29.99
AP10 60% RP
Spectrum-quality graphics, but a more entertaining game than many in the RPG genre. £30 is just silly, though. ★★★

BRIDES OF DRACULA
Gonzo Games £25.99
AP13 59% MS
Astoundingly crude technically, the execution and some elementary design flaws ruin what might have been some top *Spy vs Spy*-esque vampire antics. ★

BUG BOMBER
DMI £25.99

AP17 70% SC

Er, well basically it's *Dyna Blaster* with twiddly bits. It's slightly better than *Dyna Blaster* as a one-player game but *DB* beats it for multi-player fun and good looks. Overall, though, dead fab. ★★★★★

CALIFORNIA GAMES II
US Gold £25.99
AP18 52% RR
This will receive a fair recommendation when it arrives in the budget bin where it belongs. The only truly surprising thing about *California Games II* is the price. £25.99? Get real, dudes. ★★

CAPTAIN PLANET
Mindscape £25.99
AP8 43% NW
Really tragic platform atrocity licensed from one of the lamest cartoon heroes in living memory. Shoddily put-together and a complete waste of a potentially good design. ★

CARDIAXX
Electronic Zoo £25.99
AP9 59% SC
It's nice to see someone try to do a *Defender* for the '90s, but not so nice when it turns out to be as characterless and unplayable as this. Wildly over-sensitive and illogical in play. ★

CARL LEWIS CHALLENGE
Psygnosis £25.99

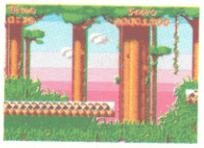
AP17 83% DG
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

THE CASTLE OF DOCTOR BRAIN
Sierra £34.99

AP18 61% DG
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. Not a very large game. ★★

CASTLES
Interplay £29.99
AP13 58% KF
Could-have-been-fun attempt at a *Sim City*-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any real depth or realism. ★★

CATCH 'EM
DMI £25.99

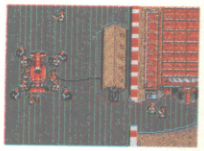


AP18 69% RP
If you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliins* then perhaps you could make something of *Catch 'Em* too. Try it, you might like it. ★★★

CELTIC LEGENDS
Ubi Soft £30.99

AP9 89% KF T100 No.27
Fans of the 8-bit classic *Chaos* will find that this is the closest the Amiga's yet come to emulating that game's timeless appeal, but with added depth and strategy. A little on the slow side, but enormously compelling and enjoyable nevertheless. ★★★★★

CHAMPION DRIVER
Idea £25.99



AP9 75% SC
Fast and smooth cross between *Hot Rod* and *Super Sprint*, this is pretty shallow stuff but it's one of the most enjoyable Amiga driving games you'll see all the same. There's a good balance between achievement and reward too. ★★★★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 38% JD
A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Chrysalis' *Graham Taylor Management* game instead. ★

CHE: GUERRILLA IN BOLIVIA
CCS £25.99
AP10 34% RP
About as up-to-date as Che himself. Forget it. ★

CHESS CHAMPION 2175
Oxford Softworks £19.99
AP12 80% KF
Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet. ★★★★

CISCO HEAT
Image Works £25.99
AP10 66% SC
It's hard to tell if the programmers ever played the coin-op this is supposedly based on, but it's not a bad little arcade driving game in its own right. Then again, it's not exactly good, either. ★★★

CIVILIZATION
MicroProse £34.99

AP16 80% GP
The idea of god-sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

THE COOL CROC TWINS
Arcade Masters £25.99

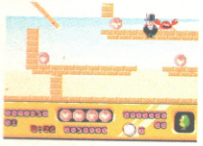
AP16 65% MS
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

COVER GIRL POKER
Emotional Pictures/Storm £25.99
AP13 6% MR
A completely amazing game. You'll be amazed at the poor-quality pictures, astounded by the tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. If you own it, kill yourself. ★

CRAZY CARS III
Titus £25.99

AP16 88% MR
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★★

CRAZY SEASONS
Idea £25.99



AP17 73% LB
Cutesy, platform puzzler featuring a pot-bellied penguin trying to save the universe. Not exceptionally original but very playable. ★★★★

CRIME CITY
If... £25.99
AP11 30% GP
Nice detective murder-mystery idea, but useless plot development and unpleasant user interface. This could have been good, if only it had had a bit of atmosphere to it. ★

CRIME TIME
Starbyte £25.99
AP9 32% RP
Hopeless adventure game, old-fashioned and unoriginal. Really, with the likes of *Monkey Island* around, we don't quite understand why people bother releasing this kind of drivel at all. ★

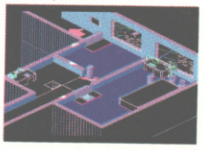
CURSE OF ENCHANTIA
Core Design £34.99
AP19 87% LE
A game that could well out-monkey *Monkey Island*. With such a high degree of humour this adventure is well on its way to becoming a classic. It's slightly overpriced and some of the puzzles are a little obscure but these are minor quibbles. Overall this a great game. ★★★★

CYBERBLAST
Innerprise Software Inc £25.99
AP17 61% GP
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well but isn't overly interesting. ★★★

DEATHBRINGER
Empire £25.99
AP9 54% SC
Wildly impressive 32-level parallax, but there's nothing else to it at all. Even the gameplay that there is (simple hack'n'slash stuff) isn't very well executed. More of a demo than a game. ★★

DELIVERANCE
21st Century Entertainment £25.99
AP14 75% JD
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

D/GENERATION
Mindscape £19.95



AP16 88% JD
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★★

DISCOVERY
Impressions £29.99
AP15 75% JD
Ships, history, and the anniversary of Columbus' 'discovery' of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga". Quite. ★★★★

DOJO DAN
Europress Software £25.99

AP16 66% GP
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has it's moments and is quite pretty to look at. ★★★

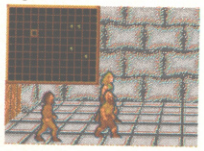
DOODLEBUG
Core Design £25.99
AP19 83% SC
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it certainly gives them a run for their money. ★★★★

DOUBLE DRAGON III
Storm £25.99
AP9 29% SC
While the first two *Double Dragon* games were simplistic and over-easy, at least they looked quite nice. This is much less complex than either of those, and a lot uglier too. ★

DRAGON FIGHTER
Idea £25.99
AP9 56% JD
Novel mix of two styles (*R-Type*ish shoot-'em-up and strategy game), but neither section has been very well executed. The whole thing is pretty slick, but there's nothing here to keep you entertained for long. ★★

DREADNOUGHTS
Turcan Research Systems £34.95
AP14 80% JD
A naval strategy wargame that Jonathan liked? Nurse! ★★★★

DUNE
Virgin £30.99



AP15 81% DG
A highly polished adventure game which is more of a strategy game-cum-animated-book. It should appeal to adventure fans, and non-gaming fans of the book, alike. ★★★★

DYLAN DOG
Simulmondo £25.99
AP16 29% RP
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

DYNA BLASTER
Ubi Soft £30.99

AP12 83% MB T100 No.13
Good fun by itself, but play this in five-player mode (with the joystick adaptor included) and you'll find entire days disappearing from your life. If you've got any friends at all, this is an absolute must. ★★★★★

ELVIRA – THE ARCADE GAME
Flair £25.99
AP10 70% NW
Sort of like a prettier but much cruder version of *Gods*. Not bad, but not exactly thrilling, it's yet another of those 'okayish' jobs (you should know the drill by now). ★★★

ELVIRA II: THE JAWS OF CEREBUS
Accolade £34.99
AP13 33% GP
Totally dull and unexciting (surely the very last thing a game about the larger-than-life Elvira should be) million-disk adventure, and shockingly priced. ★

EPIC
Ocean £30.99
AP15 34% KF
Put that wallet away. The only thing that's epic about this one is is how long we've had to wait for it. It scores on the graphics, and can be fun, but really – it's no game. ★

ESPAÑA GAMES '92
Ocean £29.99
AP17 38% MS
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

EUROPEAN CHAMPIONS
Idea £25.99
AP17 4% SC
Our lowest ever mark. Nuff said? ★

EUROPEAN CHAMPIONSHIP
Elite £25.99
AP16 59% SC
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate same. It doesn't look as if they did. As a footy game it's OK, but not up to the standard set by *Sensible Soccer* and *Striker*. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 64% NW
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★★

EYE OF THE BEHOLDER II
SSI/US Gold £35.99

AP14 86% KF
Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think very carefully before buying both. ★★★★

FACE OFF
Krisalis £25.99
AP9 60% SC
Manchester United Europe on ice, but less fun. About as good as Amiga ice hockey gets at the moment, though. ★★★

FALLING JEWELS
Soft & Easy £25.99
AP10 66% GP
Very rough-looking but sneakily likeable clone of the Sega *Tetris* clone *Columns*. You could do worse (like any of the official Amiga *Tetris* games, for example). ★★★

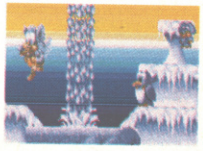
FANTASTIC VOYAGE
Centaur £25.99
AP10 77% RP
Average shoot-'em-up distinguished by a lovely lighting effect which lends the game a charming atmosphere, albeit without adding anything to the hackneyed design. ★★★

FASCINATION
Tomahawk £29.99

AP17 67% JD
Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

FINAL BLOW
Storm £25.99
AP9 33% SC
Astonishingly shallow even for a boxing game, you'll spend half-an-hour completing this and the rest of your life regretting buying it in the first place. So don't. ★

FIRE AND ICE
Renegade £25.99



AP14 88% MR
Magic Pockets, but fast and good. ★★★★★

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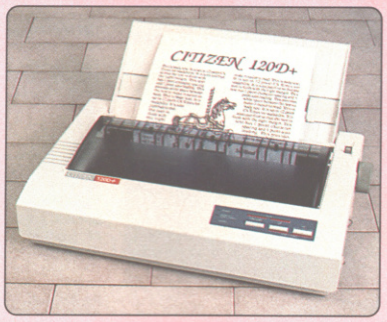

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RRP £189
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SILICA PRICE: £179

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- Colour Option Available
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RRP £269
SILICA STARTER KIT £25
TOTAL VALUE: £294
SAVING: £115
SILICA PRICE: £179

£179 +VAT= £210.33 ref: PRI 2490

192 CPS 136 COLUMN

- Citizen Swift 24x - 24 pin - 136 column
- 192cps Draft, 64cps NLQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM and NEC P6 Emulation
- Colour Option Available
- FREE Silica Printer Starter Kit

RRP £489
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RRP £496
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SAVING: £151
SILICA PRICE: £345

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RRP £325
TOTAL VALUE: £325
SAVING: £126
SILICA PRICE: £199

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FIRETEAM 2200
Internecine £29.99
AP13 31% DG
Quite breathtakingly horrid-looking, and seriously dull to boot. Just another wargame, really. ★

FLOOR 13
Virgin £30.99
AP14 75% MS
Tense and atmospheric sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★

FOOTBALL CHAMP
Simulmondo £25.99
AP17 53% GP
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be, and has been, done much better. ★★

4D SPORTS BOXING
Mindscape £25.99
AP9 40% GP
The fourth dimension is, er, a really boring place to be. ★

4D SPORTS DRIVING
Mindscape £25.99
AP11 69% NW
A quite neat *Race Drivin'* clone, somewhat spoiled by the really clumsy and thoughtless approach to disk swapping. ★★★

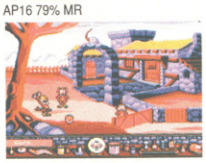
FUZZBALL
System 3 £19.99
AP9 80% MS
This *Bubble Bobble*-esque arcade platformer is almost there, but the stupid control and sky-high difficulty puts a very hefty spanner in its works. Could have been great, but isn't. ★★★

GLOBAL EFFECT
Millennium £29.99
AP13 60% JD
Sim City goes Green, but doesn't quite cut it gameplay and control interface-wise. Some very poor design logic makes it a chore. ★★

G-LOC R360
US Gold £25.99
AP18 7% LE
Possibly the most dismally programmed, boring and unimpressive piece of software we've ever seen. It's expensive, tacky, and rubbish. 'Nuff said. ★

GO
Oxford Softworks £19.99
AP12 80% SC
Unsophisticated but workable version of one of the true classics of boardgaming. 100 skill levels and a handicapping system gives everyone the chance to play this absorbing and challenging game. ★★★★

GOBLIIINS
Tomahawk £25.99
AP16 79% MR



Whatever it is they give those French game designers, we'll have doubles. *Gobliiins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

THE GODFATHER
US Gold £30.99
AP10 56% MS
Mario Puzo's (and Francis Coppola's) Godfather saga –just sit for a minute and try to imagine how much potential there is for a really great game in there. Then look at this godawful witless *RoboCop* clone and cry for a day and a half. ★

GOLDEN EAGLE
Loriciel £28.99
AP10 55% JD
Icky *Rolling Thunder* playalike with cute animation but no noticeable gameplay. Uninteresting, uninspired and un-French. ★

GRAEME SOUNESS VECTOR SOCCER
Impulze £25.99
AP10 32% SC
A brave effort, but while the vector graphics work pretty well, the soccer bit fails miserably. File under 'nice try, no cigar'. ★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99

AP16 82% AP
Poor old Graham gets a lot of stick these days and there are many that would say he deserves it. Apparently he was involved in the development of this football manager sim and, if that's the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

GREAT NAPOLEONIC BATTLES
Impressions £29.99
AP10 63% RP
Duff wargame with a built-in editor so you can actually make it as much fun as you want! Allegedly. ★★

GUY SPY
ReadySoft £29.99
AP17 33% AP
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. ★

HAGAR THE HORRIBLE
Kingsoft £25.99
AP9 65% MS
A more expensive version of *The New Zealand Story* with Vikings in it. Surprisingly enough, though, it's less cute. ★★★

HARE RAISING HAVOC
Disney £25.99
AP12 28%SC/68% MR
And those cartoon games just keep on coming. Hare Rasing Havoc takes a more interactive route than most. It sure looks and sounds nice, but there's about as much gameplay in here as there is in a big empty box marked 'Gameplay-Free Zone'. It's quite funny but you'll never play it more than once. If you've got a hard drive (and you can't play this any other way), don't waste its memory space. ★

HARLEQUIN
Gremlin £25.99

AP11 91% SC T100 No.15
One of the most complete, entertaining, addictive and imaginative games of any kind ever seen on the Amiga, *Harlequin* is a tour de force of programming and design. It's the game *Robocod* should have been. Platforms and spacehoppers have never been so much fun. ★★★★★

HARPOON (WITH BATTLESET II)
Electronic Arts £34.99
AP11 64% JD
Phenomenally detailed, but you'll have to be a retired Admiral to have enough time on your hands to play it properly. ★★

HEARTS OF CHINA
Sierra £34.99
AP10 84% MR
Lots better than most Sierra efforts, but still very linear, and if you haven't got one meg and a hard drive, forget it completely. ★★★★

HOI
Hollyware £25.99

AP17 60% GP
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★★

HOME ALONE
Accolade £24.99
AP10 48% RP
Almost as irritating as Macaulay Culkin. ★

HOOK
Ocean £25.99

AP15 84% MR
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still jolly nicely formed.★★★★

HOSTILE BREED
Palace £25.99
AP15 82% MR
Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up. Sadly it's the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

HOT RUBBER
Palace £25.99
AP14 50% GP
Take-it-or-leave-it motorbike racer that looks pretty sad next to *Vroom* and *Super Hang-On*. ★★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 41% AP
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. Livens up a bit as a two player game but overall it's a bit of a duffer. ★★

INDY HEAT
Storm £25.99
AP11 63% SC
A very good conversion of the arcade game, but it's far too easy and it lacks the addictive life of *Super Off Road*. Excellent fun with a couple of friends round all the same though. ★★★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 78% MR
Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

ISHAR
Silmarils £29.99
AP15 78% KF
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the real meat of the action. ★★★

JAGUAR XJ220
Core Design £25.99
AP15 85% JD
Sadly this game hasn't improved on *Lotus II*, with a lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite based driving games, but *Crazy Cars III* is now the firm office favourite. ★★★

JIM POWER
Loriciel £25.99
AP15 78% MR
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad.★★

JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
AP14 74% GP
A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. Good fun, but shallow.
★★★

JOHN MADDEN FOOTBALL
Electronic Arts £25.99

AP11 90% NW T100 No.23
Limited entertainment with a single player, but one of the most involving, absorbing and hugely playable two-player games ever. Only for fans of the sport, though.
★★★★★

KID GLOVES 2
Millennium £25.99
AP10 58% SC
Something of a wasted licence – this actually used to be called *Little Beau*, but had the *Kid* name tacked on at the last minute to no great effect. Essentially *Super Wonder Boy*, but a bit more crude. ★★★

KNIGHTMARE
Mindscape £30.99
AP9 74% MR
Something of another wasted licence, with all the potential of the TV show passed over in favour of, basically, a rewrite of Tony Crowther's earlier game *Captive*. It's all very clever, but the atmosphere just isn't really there. ★★★

LEANDER
Psygnosis £25.99

AP10 83% MR T100 No.56
Slick, smooth and highly professional platforming antics (and the hero wears a silly hat too) – a bit on the generic side, but no less enjoyable for that. Plenty of it too. ★★★★

LEGEND
Mindscape £30.99

AP14 91% KF
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★★

LEISURE SUIT LARRY 5
Sierra £34.99
AP11 50% KF
The kind of thing that makes buying a Super NES suddenly seem like a really good idea. Inept, unfair, morally-dubious, and about as nice to look at as your average motorway pile-up. Face it, it's rubbish. ★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99

AP16 65% SC
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks any real depth. It looks OK and has a lot of good ideas but overall it doesn't really make it. ★★★

LOCOMOTION
DMI £25.99
AP19 84 SC
It's so easy to grasp the basics and controls, the whole family will be able to join in. It's also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORD OF THE RINGS
Electronic Arts £29.99
AP9 63% MR
Very atmospheric, with a friendly control interface, but the Amiga really creaks as it tries to keep it all going. Only for those who aren't in a hurry. ★★★

LOTUS III
Gremlin Graphics £25.99

AP18 74% MS
Crazy Cars 3 creams *Lotus III* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

LURE OF THE TEMPTRESS
Revolution £30.99

AP15 88% MS
Not nearly as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks (and, for the xenophobes among you, it's British). It doesn't contain as much humour as *MI2*, but if you prefer the slightly more serious approach to adventures you'll love it . You won't be disappointed.
★★★★★

MADDOG WILLIAMS
Game Crafters £30.99
AP12 47% JD
Stupendously run-of-the-mill Sierra-game clone that's more 'average' than actual 'crap' – but why not blow your £31 on something that's actually 'good'? ★★

MAGIC GARDEN
Electronic Zoo £25.99
AP9 55% MB
Novel 'keep-the-garden-functioning-by-doing-ten-things-at-once' idea, but in action it simply doesn't grab you. You can't, indeed, see the wood for the twee.★★

THE MANAGER
US Gold £25.99
AP14 36% SC
Everything that's tedious and inept about football management games can be found in this hopeless pile of old crap. A million statistic screens and incomprehensible icons make *The Manager* knuckle-chewingly painful to play, with no redeeming features at all. Avoid desperately. ★

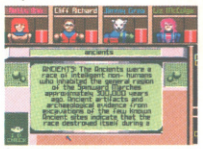
MATCH OF THE DAY
Zeppelin £25.99
AP19 51% AP
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. Everything about it says "Go for one of the other management sims".
★★

THE MED CONFLICT – BATTLESET 3
Electronic Arts £14.99
AP12 65% JD
Oh, please. This is such a specialist naval wargamer's thing that we seriously doubt a single one of our readers is in the slightest bit interested in it. Prove us wrong (all you Village People fans).
★★

MEGAFORTRESS
Mindscape £30.99

AP16 82% RL
Pull on that battered leather flying jacket, polish up your Ray-Ban Aviators and be the pilot of a B-52. At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

MEGATRAVELLER 2
Empire £29.99



AP16 60% AP
A positively massive sci-fi FRPG with everything including the kitchen sink. Great scope for independent exploration and 'doing your own thing'. *Megatraveller* was deep, the sequel is even deeper – it just doesn't have any water in it. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

MERCENARY III
Novagen £29.99
AP10 50% KF
Disappointingly lacklustre sequel to the pretty entertaining previous two *Mercenary* games. Looks absolutely dreadful and there's not really a lot to do. ★★

MIGHT & MAGIC III
New World Computing £35.99

AP16 87% RP
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. It's got auto-mapping; effective combat; big, deep realistic gameplay; and almost everything else you could ever want. The sound and animation aren't up to much but they never are. *M&M III* is a real sweetie. ★★★★

MILLE MIGLIA
Silmulmondo £25.99
AP15 53% MB
A slow, vintage car-style driving game dressed up in authenticity and nostalgia. Great for fans of the classic car, of dubious worth for the rest of us. If you like fast driving games, forget this and go for *Crazy Cars III*. ★★

MONKEY ISLAND 2
US Gold £37.99

AP15 90% GP
A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained and on your toes. ★★★★★

MOONSTONE
Mindscape £30.99
AP9 73% NW
This RPG hack-'em-up looks good, but the game doesn't flow and it's not as involved as it'd have you believe. ★★★

MYTH
System 3 £25.99
AP15 67% GP
System 3 certainly get an 'A' for effort. Myth is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth, and some of the puzzle logic is crazy. ★★★

NECRONOM
Linel £25.99
AP9 78% SC
Offputtingly tacky-looking at first, but worth sticking with to discover the challenging and imaginative (for a shoot-'em-up, anyway) game hidden beneath the surface. ★★★

THE NEVERENDING STORY II
Linel £25.99
AP10 42% JD
Lots of little sub-games, but nothing that really gives you any feel for the film at all. Even in a genre with some real junk around (ie the multiple-sub-games movie licence), you can find lots of better examples than this. ★

OH NO! MORE LEMMINGS
Psygnosis £25.99 (data disk version £19.99)

AP9 82% SC
A sadly missed opportunity to do something really interesting, but if you're a *Lemmings* lover who wants a new load of screens in the same vein as before, you'll be in seventh heaven. The difficulty curve is crap, though, and it's overpriced. ★★★★

OPERATION COM-BAT
Merit Software £25.99
AP16 39% RP
It's a wargame and it's not very good. Okay? ★

ORK
Psygnosis £25.99
AP12 66% NW
This isn't a more complicated and less zappy version of *The Killing Game Show* at all – not! ★★★

PACIFIC ISLANDS
Empire £29.99
AP13 87% MR T100 No.63

Brilliantly exciting and tense tank sim that improves over its predecessor *Team Yankee* by a factor of four. A little complex for the arcade junkie, but fab all the same.
★★★★★

PANZER BATTLES
Strategic Studies Group £25.99
AP12 62% JD
Quite bright and colourful, but suffers from Crap Indistinguishable Icon Disease. ★★

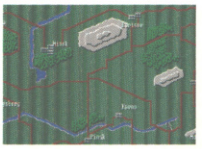
PAPERBOY 2
Mindscape £25.99
AP17 28% RP
If you want to be a paperboy, get a job delivering papers. ★

PARASOL STARS
Ocean £25.99

AP11 88% SC T100 No.18
Much more in the vein of *Bubble Bobble* than *Rainbow Islands*, this is a great all-action platformer with a particularly inspirational two-player mode. Not quite the same addictive pull as its immediate predecessor, though. ★★★★★

PGA GOLF COURSE DISK
Electronic Arts £14.99
AP11 75% RP
Some extra bits for one of the grooviest sports games ever – has to be a good thing, really. (Unless you're sick of it already.) ★★★

THE PERFECT GENERAL
Ubi Soft £34.99



AP16 75% RP
Just when you thought it was safe to generalise about war games being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other.★★★

PINBALL DREAMS
21st Century Entertainment £25.99

AP12 87% SC T100 No.78
'But it's only a pinball game'. Yeah, and a Ferrari F40's only a car, but what the hell's that got to do with anything? Supremely gorgeous and it'll last you a lifetime – what more could you possibly ask for? ★★★★★

PLAN NINE FROM OUTER SPACE
Gremlin Graphics £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a' free' video cost more than Gremlin's standard releases. ★★

POOL
Virgin £25.99

AP19 82% SC
The follow up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead.
★★★★

POPULOUS II
Electronic Arts £29.99
AP8 93% MB T100 No.8
Superb sequel that improves dramatically on what was, for most

people, one of the best games of all time. If that's not a good enough recommendation, we don't know what is. Our highest-ever mark for a full-price game.
★★★★★

POPULOUS WORLD EDITOR
Electronic Arts £14.99
AP10 70% GP
Don't like the graphics or the landscapes in the original *Populous*? Fiddle around with them (and the worlds, of course) with this handy, if ultimately rather limited, toolkit.
★★★

POWERMONGER: WW1 EDITION
Electronic Arts £14.99
AP12 65% JD
Gives the original game a shot of much-needed character, but beyond that it doesn't really add anything to the original. ★★

PREMIERE
Core Design £30.99

AP17 84% MR
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. If Bruce Willis were a computer game, he'd probably be *Premiere*. ★★★★

PROJECT X
Team 17 £25.99
AP13 78% SC T100 No.82
We thought this was going to be a contender for game of the year, but we were wrong. Slick and brash and arcadey, but also bugged and dramatically under-playtested. A crying shame.
★★★

PROPHECY
Mirage £25.99
AP17 29% SC
Very, very like *Super Wonder Boy* only not as good. ★

PSYBORG
Loriciel £25.99
AP14 65% GP
Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin for a full-price product.
★★★

PUSHOVER
Ocean £25.99
AP14 79% MR
Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-toppling game on the Amiga, though.
★★★

PUTTY
System 3 £25.99

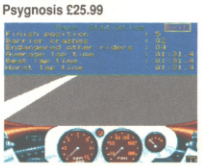
AP18 90% MR
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around.
★★★★★

RACE DRIVIN'
Domark £25.99
AP13 72% NW
A better effort than Domark's original *Hard Drivin'* conversion, but still uncomfortably prone to wildly over-sensitive control. Still, if you liked the arcade game you'll etc. ★★★★

REALMS
Virgin £29.99
AP9 84% KF T100 No.47
It's basically a slightly more complex version of the old *Kingdoms* game, but it's beautifully done. The game can occasionally descend into dull number-juggling, though. ★★★★

RED BARON
Dynamix £34.99
AP12 19% GP
On a few thousand quid's worth of PC kit this is a reasonably exciting WW1 flight sim. On the Amiga it's one of the crappiest bits of crappy old crap there's ever been. Only for those of you who find snails thrillingly fast. ★

RED ZONE
Psygnosis £25.99



AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss.
★★

RISKY WOODS
Electronic Arts £25.99
AP15 82% MS
Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied, and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must. ★★★★

ROBOCOP 3
Ocean £25.99

AP10 85% MB T100 No.71
The most surprising film licence in ages, this really brings out the feel of the film (wherever it is), with lots of fast-paced action depicted in impressive solid 3D vectors, with lovely presentation into the bargain. It doesn't quite hang together as a real game, perhaps, but very brave, and a definite success.
★★★★★

ROBOZONE
Image Works £25.99
AP9 39% SC
Useless three-section arcade game. The first (platform) bit's crap, the second (3D maze) bit's really crap. The last (shoot-'em-up) bit isn't worth playing the other two bits for. ★

ROME AD 92
Millennium £25.99

AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure. ★★★

RUBICON
21st Century Entertainment £25.99
AP13 74% RP
Bland horizontally-scrolling shoot-'em-up, too far behind the pack to be really worth buying at this price. Nice weapons, though. ★★★

RUGBY COACH
D&H £24.99
AP10 42% RP
Football management, without the interesting football bits. You don't want to buy this, you really don't. ★

SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed.
★★★

SAMURAI: THE WAY OF THE WARRIOR
Impressions £29.99
AP14 55% AP
Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninja fetishists. ★

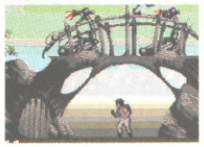
SENSIBLE SOCCER
Renegade £25.99

AP15 93% SC
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it! ★★★★★

SHADOWLANDS
Domark £29.99

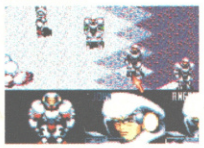
AP11 87% MR T100 No.49
Very lovely RPG with a neat light-and-darkness effect, which (despite the fact it does have some gameplay implications) is mainly just a cosmetic gimmick on top of what's a well-designed and absorbing game. Good stuff, though occasionally a tad sluggish. ★★★★

SHADOW OF THE BEAST III
Psygnosis £29.99



AP18 71% SC
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two *Beast* games and there's no free T-shirt (that's avery big plus, by the way). There's just not very much to it. ★★★

SHADOWORLDS
Krisalis £25.99



AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00

AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★★

SIM ANT
Ocean £34.99
AP14 59% MB
Some of the most appaling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it. ★

SIMEARTH
Ocean £34.99
AP17 41% JD
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SMASH TV
Ocean £25.99
AP9 81% MR
Massively disappointing conversion of one of the best coin-ops in years. An alright game, but not a lot like the original. Written in such a way as to cater for the American market, so why should you spend any of your hard-earned Sterling on it? ★★★

SPACE 1889
Empire £30.99
AP9 74% SC

Inferior follow-up to *MegaTraveller*, although it's not a bad RPG thing in its own right. The idea is a lot more interesting than the execution, though. ★★★

SPACE ACE II
Empire £34.99
AP10 17% SC
Look, it's simple. Are you a total cretin? Do you want to see crap games come out on the Amiga in the future? If the answer to those questions is 'no', don't buy this game. There's nothing else to it. ★

SPACE CRUSADE
Gremlin £25.99
AP12 85% KF T100 No.60
Excellent boardgame conversion which does away with all that faffing around with bits of plastic and dice, but doesn't lose any of the features of the original. Very classy. ★★★★

SPACE GUN
Ocean £25.99
AP12 69% MR
Zappy *Operation Thunderbolt* clone, but nowhere near as good. Fun with a Trojan Light Phaser, but not much else. ★★

SPOILS OF WAR
Internecine £29.99
AP14 45% JD
Tedious rubbish. There is no truth in the rumour that wargames have to be dull to be realistic. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards. ★

STARUSH
Ubi Soft £25.99
AP14 64% SC
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not really worth buying either. ★★★

STEEL EMPIRE
Millennium £29.99
AP11 63% RP
There aren't many wargames set in the near future, but this is, er, one of them. It didn't set our hearts on fire, but being objective this is quite good. Only quite good, mind you... ★★★

STEVE McQUEEN WESTPHASER
Loriciel £25.99
AP10 25% SC
A funny cartoon version of *Operation Wolf* set in the Wild West is undoubtedly a good idea, but it would be an even better idea to make it playable. It might also have been quite amusing to have put Steve McQueen in it at some point. ★

STORM MASTER
Silmarils £25.99

AP11 86% MS T100 No.72
Another *Kingdoms* game, but there's lots more to do in this one than *Realms*, and there's more variation to the gameplay too. ★★★★

STRIKER
Rage £25.99
AP15 76% SC
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

STRIKE FLEET
Electronic Arts £29.99
AP9 64% CC
Lots of extremely interesting guns and stuff to use, and a huge manual to plough through. But it's a surprisingly shallow game when you look closely at it. Not much cop, really. ★★

SUPER TETRIS
MicroProse £29.99
AP17 54% SC
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

SWORD OF HONOUR
DMI £25.99
AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

TENNIS CUP 2
Loriciel £25.99

AP17 72% MS
The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores, what more could you want? ★★★★

THUNDER BURNER
Loriciel £19.99
AP10 30% RP
Utterly nightmarish kind of *Buck Rogers* meets *Space-Harrier*-thing. A drab shoot-'em-up without the nifty flying-around-bits from *Space Harrier*. Fun VCR feature but this is the kind of thing that gives French programmers a bad name. ★

TILT
Genias £25.99
AP10 50% JD
Similar in many ways to *Boston Bomb Club*, but a whole lot less lovable, this is a simplistic and repetitive puzzler that doesn't have the staying power to last you more than a few games. ★★

TIP OFF
Anco £25.99
AP10 75% GP
Pretty iffy attempt at transferring the success of *Kick Off* to a basketball game, spoiled by dodgy control and the fact that basketball simply doesn't work the same way as football does (not that *Kick Off* played much like football anyway). ★★

TITUS THE FOX
Titus £25.99
AP12 88% SC/MR T100 No.22
Hudson Hawk meets *The Blues Brothers*. Huge, wonderful platformer, dragged down a bit by huge amounts of disk accessing, but no less unmissable for all that. The cutest game hero in the known universe, too (nobody's based a game on Winona Ryder yet). ★★★★★

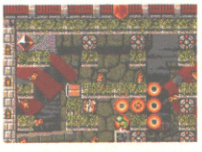
TOP BANANA
Hex £25.99
AP11 45% JD
Bizarre environmentally-friendly (both in concept and execution) *Rainbow Islands* clone, this is certainly one of the oddest games we've seen in a while. Unfortunately, while it's almost exactly the same game as *Rainbow Islands*, it's only about a tenth as good. ★★★

TOUCHDOWN
Strike Force £14.99
AP15 48% NW
Slick presentation keeps up the pace of a technically sound, if not particularly enthralling, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99

AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far. ★★

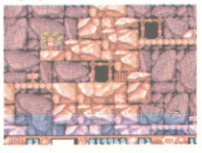
TRODDLERS
Storm £25.99



AP18 89% AP
The best elements of some of the best styles of gameplay in history combined in one cute package, and it works. Two styles combine to make a classic game in its own right. It's better than *Lemmings*, allegedly. ★★★★★

TV SPORTS: BASEBALL
Mindscape £25.99
AP15 52% NW
Well put together, but very tedious after an hour or so. If you do want baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

UGH!
Play Byte £25.99



AP15 79% MR
A laugh and a half, *Ugh!* offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★★★

ULTIMA VI
Mindscape £30.99

AP13 90% MR T100 No.17
Not the kind of thing for RPG virgins to start on, or for anyone without a hard drive even to consider, but this is currently pretty much the state of the art for Amiga role-playing. Enough to keep you going for months. ★★★★★

UTOPIA: THE NEW WORLDS
Gremlin £14.99
AP14 60% SC
Er, some new worlds for *Utopia*. They're okay, really. Is it just us or is £15 a lot of money for a data disk? ★★★

VENGEANCE OF EXCALIBUR
Virgin £30.99
AP13 60% MS
Not 500+ compatible, which is outrageous. Otherwise, an attractive, but pretty average RPG romp which doesn't significantly improve on its unimpressive predecessor. ★★

VIDEOKID
Gremlin £25.99
AP11 70% SC
Mega Twins without the platforms. Okay, it's not all that similar – it just looks that way initially. This is a pretty, constantly scrolling shoot-'em-up, and quite good fun really. ★★★

VIKINGS
Krisalis £25.99

AP16 81% MR
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy-to-use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends. ★★★★

VOLFIED
Empire £25.99
AP8 80% MB T100 No.90
Arcade classic *Qix* revisited. A near-perfect clone of the coin-op, but it's not as much fun as the 1980 original. Still, enjoyable to play, even if it's not the toughest game ever. ★★★★

VROOM
Ubi Soft £25.99
AP12 88% SC T100 No.35
The missing link between *F1GP* and *Lotus 2*, *Vroom* straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without it. ★★★★★

WINTER SUPERSPORTS 92
Flair £25.99
AP15 61% GP
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

WIZKID
Ocean £25.99

AP15 91% MR
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least) If you don't buy *Wizkid*, your life really will be a lot poorer. ★★★★★

WOLFCHILD
Core Design £25.99
AP10 58% SC
Hugely disappointing platformer that's the sequel to *Switchblade* in all but name. Too short, too easy, too repetitive, and lacking the character and inspiration that separates a good game from the run-of-the-mill. ★★★

WORLD CLASS RUGBY
Audiogenic £25.99
AP9 63% MS
Poor attempt to do for rugby what *John Madden Football* did for the American gridiron game.Good graphics but dreadful control system. Over-technical, and a pain to get to grips with. ★★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99

AP14 86% MS
Dramatically-improved version of the earlier game, right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (a la *John Maddon Football*) is neat, too. ★★★★

WWF WRESTLEMANIA
Ocean £25.99
AP10 39% GP
There's a limited amount of gameplay scope in any wrestling game, but even so there's a lot more to be got out of the *WWF* than is achieved by this lame and cynical cash-in. Strictly for educationally underprivileged 8-year-olds. ★

ZOOL
Gremlin Graphics £25.99

AP18 90% LE
Rightly heralded as a *Sonic* beater. It's fast, tough and kicks the ass of certain other games featuring certain other characters. This is the yardstick by which other games will be measured. ★★★★★

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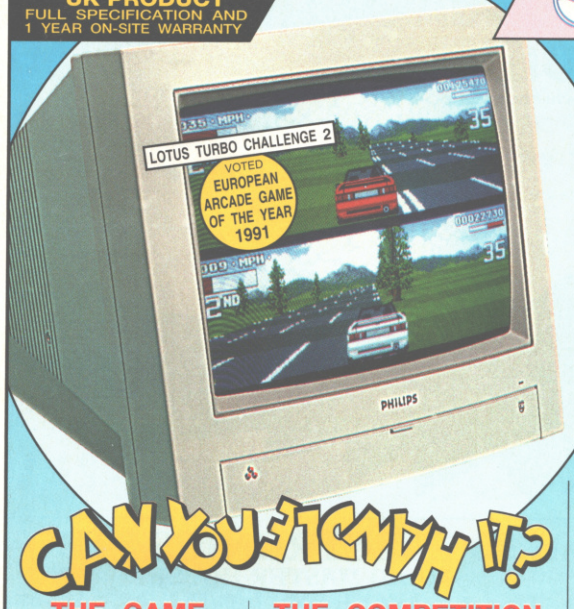

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If you already own a copy of Lotus Turbo Challenge 2, don't worry. You can return the Free copy from your new monitor and, for just £5, Philips will exchange it for "Lotus - The Final Challenge". You can use this new software to design and create your very own racing circuits.

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Imagine grandstand seats at the most acclaimed event in the Formula One year - The British Grand Prix. Philips will fly you and a friend into Silverstone and there's the chance to meet a famous Formula One personality at a celebrity reception. It's then time to take your grandstand seats for the morning's practice. A delicious 4 course lunch follows; then it's back to your seats for the Grand Prix itself.

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- *DARK GLASS SCREEN*
- *GREEN SWITCH TO SIMULATE MONO DISPLAY*
- *AMIGA, ST, PC COMPATIBLE*
- *CABLE REQUIRED*
  See Accessories below

USING A TV?

Switch to a monitor and
SEE WHAT YOU'RE MISSING!

If you are currently using your Amiga or ST with a domestic television set, then you are missing out on picture quality.

Unfortunately, because your TV is used to receiving inferior UHF transmissions from the airwaves, it only has a UHF socket. So, your computer has to downgrade its high quality digital RGB (Red, Green, Blue) signal to UHF to enable your TV to receive it. However, because your TV can only display using RGB, it has to convert the UHF signal back to RGB before it can put a picture on the screen. Of course, every time you convert from one signal to another, there is a loss of quality which means that the final picture on the TV is not as good as the original signal from your computer.

You can overcome this with a monitor, which has an RGB socket, not UHF. Your computer will recognise this, and send its original RGB signal to the monitor which will display the image directly to the screen with no loss of quality.

The Philips 8833 is the best selling colour monitor for the Commodore Amiga and Atari ST. Ideal for game playing, it offers excellent colour graphics and has stereo audio speakers for enhanced stereo output from the Amiga and ST-E. The performance and reliability of the 8833 is exceptional, which is why we are confident to offer 12 months ON-SITE warranty with every Philips 8833 monitor. Plus, every 8833 from Silica comes with FREE Lotus Turbo Challenge 2 software, all for only £199 inc VAT.

ACCESSORIES

All of the accessories below are suitable for use with the Philips 8833 Colour Monitor

RECOMMENDED!

For maximum enjoyment of Lotus Turbo Challenge 2, we are pleased to recommend the best selling Zip Stik Super Pro Joystick. The Zip Stik is probably the best joystick currently available and the world's fastest rapid fire! At only £12.95, it represents superb value for money.

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- 2 fire buttons
- Triple action auto-fire
  Single shot
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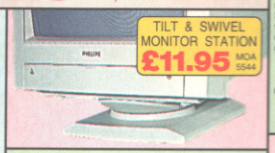

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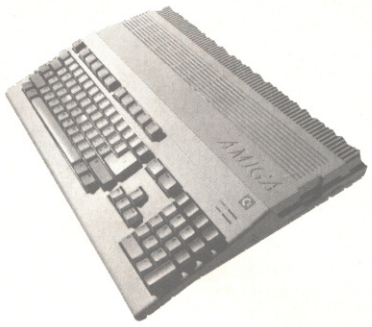

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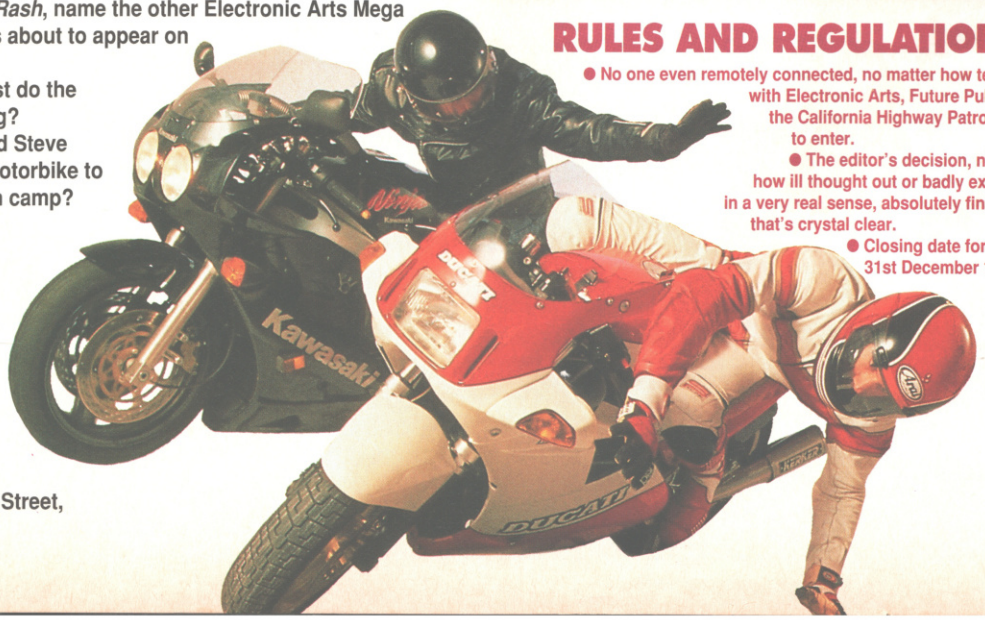

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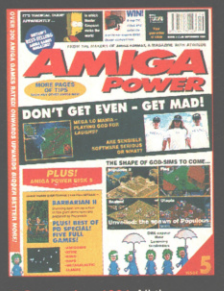

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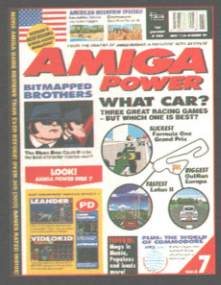

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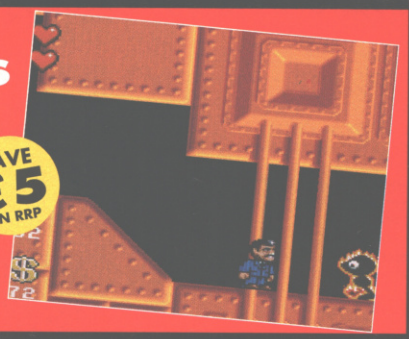

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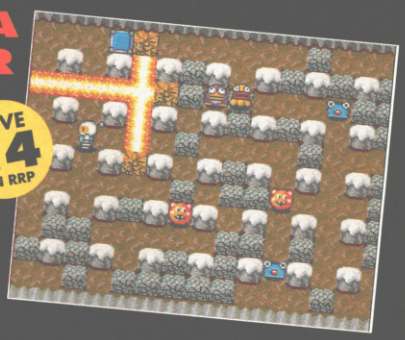

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IN THE style OF...

CHRISTMAS EDITION

Hey, let's get the kids in the right mood for the coming month, we said. Let's do a bumper In The Style Of, we said. Let's make it soppy we said. And here it is.

PREMIERE IN THE STYLE OF A WHITE CHRISTMAS

BY CORE DESIGN

Just to serve as a kind of warm-up for the coming festivities, Core produced this alternatively themed title screen for their recent hit. Deck the film set with boughs of holly, we say.

ASSASSIN IN THE STYLE OF A WINTER WONDERLAND

BY HAYDEN DALTON FOR TEAM 17

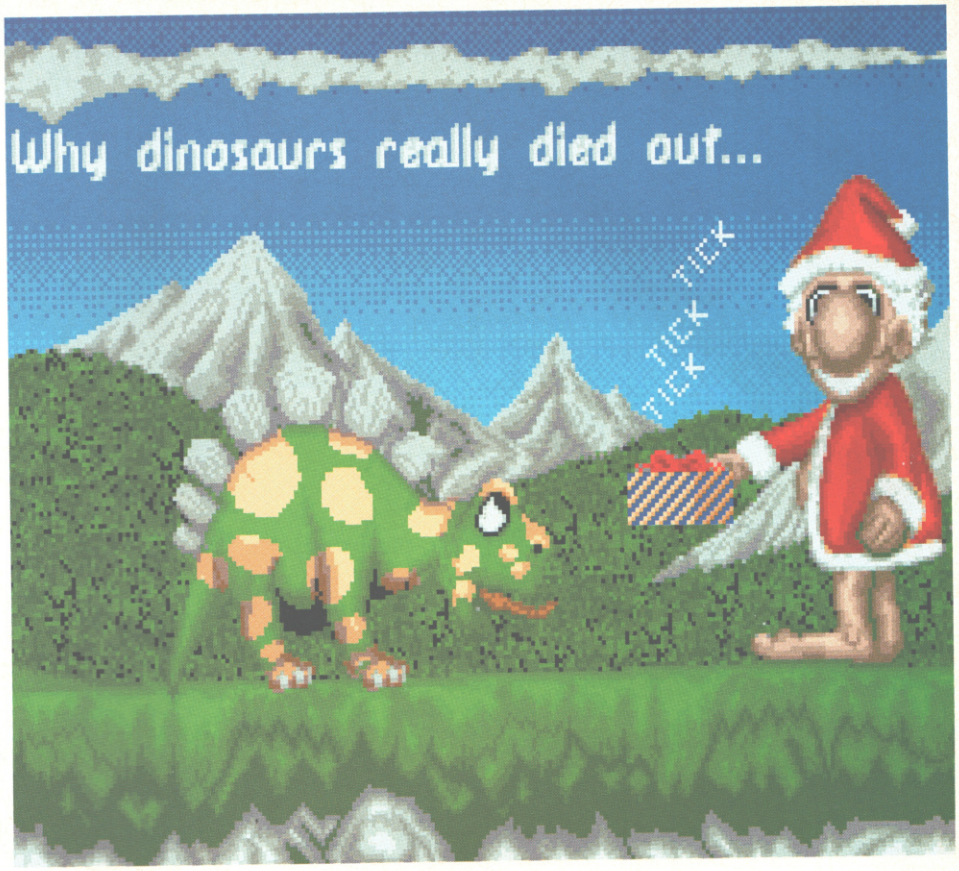
Even the ultra-violent Assassin succumbs to all that goodwill, with our hero donning Christmas garb to deliver his sackful of presents along with a jolly round of snowballs. Even that nasty old skull has been spruced up for the holiday.

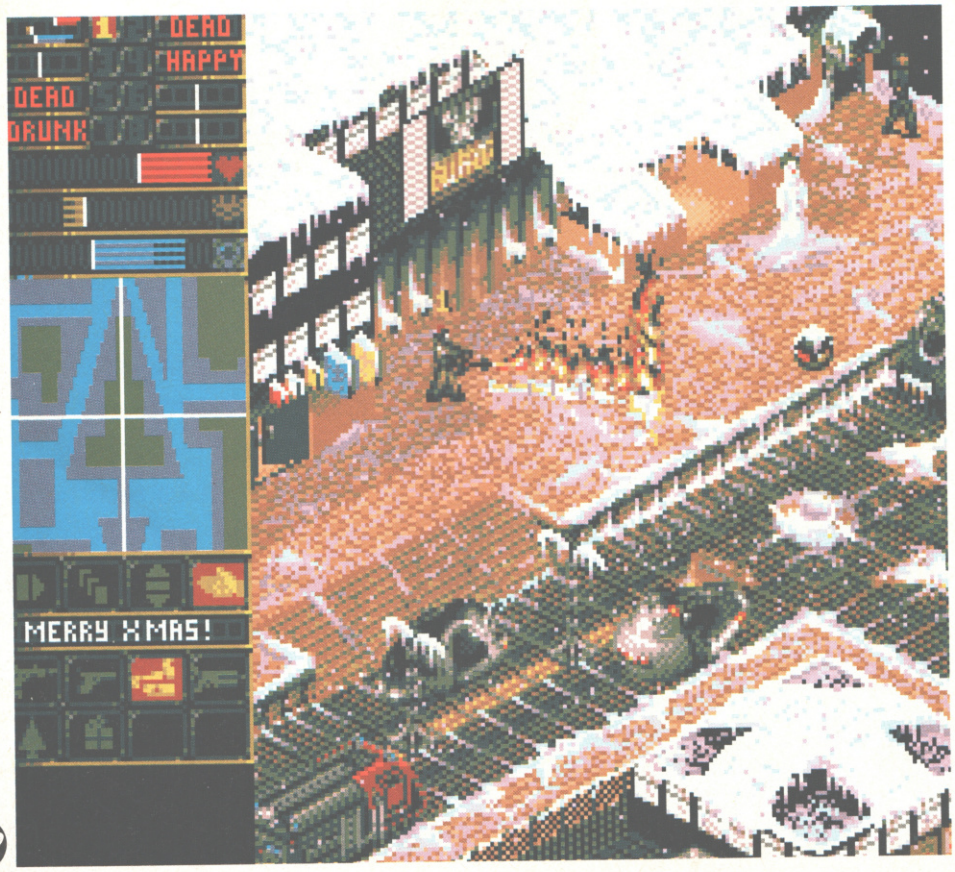
IN THE style OF...

HUMANS IN THE STYLE OF A CHRISTMAS POSTCARD

BY IMAGITEC

The creators of *Humans* opted for a postcard to capture the humour of their latest game. What a bunch of jolly Christmassy pranksters, eh?





SYNDICATE IN THE STYLE OF IT'S A WONDERFUL LIFE

BY BULLFROG

In which Mr Molyneux and his team reinterpret the classic James Stewart movie, giving the lead role to Sylvester Stallone – complete with friendly slur and a flamethrower to roast chestnuts.

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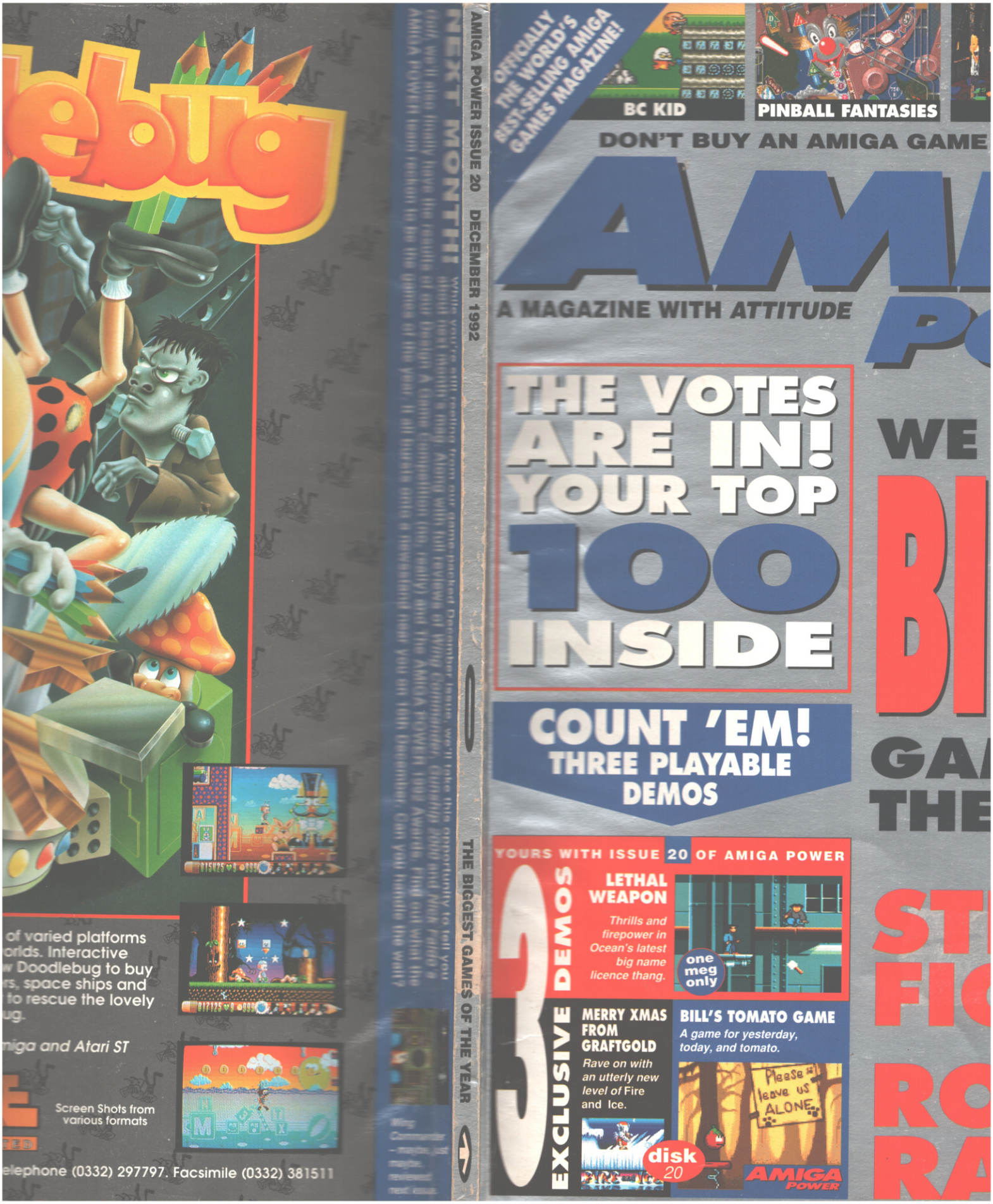
NEXT MONTH!

While you're still reeling from our game-packed December Issue, we'll take this opportunity to tell you about next month's mag. Along with full reviews of *Wing Commander*, *Gunship 2000* and *Nick Faldo's Golf*, we'll also finally have the results of our Design A Game Competition (no, really) and The AMIGA POWER 1992 Awards. Find out what the AMIGA POWER team reckon to be the games of the year. It all bursts onto a newsstand near you on 16th December. Can you handle the wait?

Wing Commander – maybe, just maybe, reviewed next issue.



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